

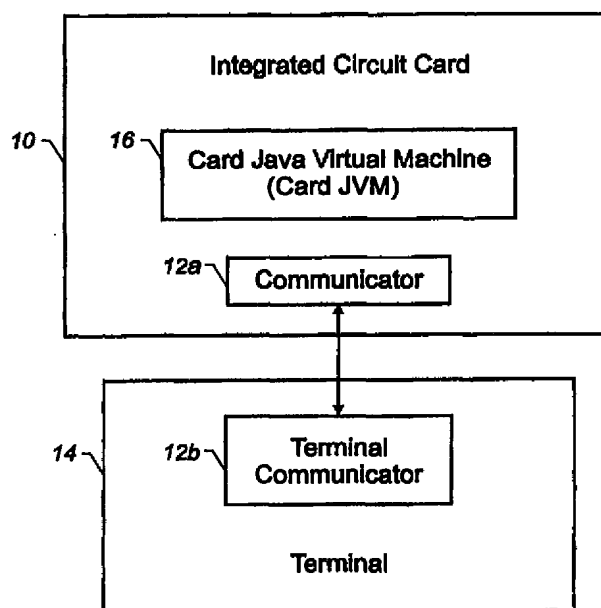


## INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

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**(54) Title:** USING A HIGH LEVEL PROGRAMMING LANGUAGE WITH A MICROCONTROLLER**(57) Abstract**

An integrated circuit card is used with a terminal. The integrated circuit card includes a memory that stores an interpreter and an application that has a high level programming language format. A processor of the card is configured to use the interpreter to interpret the application for execution and to use a communicator of the card to communicate with the terminal.



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USING A HIGH LEVEL PROGRAMMING LANGUAGE  
WITH A MICROCONTROLLER

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          Under 35 U.S.C. § 119(e), this application claims benefit of prior U.S. provisional application Serial No. 60/029,057, filed October 25, 1996.

15                       Background of the Invention

          This invention relates in general to the field of programming, and more particularly to using a high level programming language with a smart card or a microcontroller.

20           Software applications written in the Java high-level programming language have been so designed that an application written in Java can be run on many different computer brands or computer platforms without change. This is accomplished by the following procedure.  
25 When a Java application is written, it is compiled into "Class" files containing byte codes that are instructions for a hypothetical computer called a Java Virtual Machine. An implementation of this virtual machine is written for each platform that is supported. When a user  
30 wishes to run a particular Java application on a selected platform, the class files compiled from the desired application is loaded onto the selected platform. The Java virtual machine for the selected platform is run, and interprets the byte codes in the class file, thus  
35 effectively running the Java application.

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Java is described in the following references which are hereby incorporated by reference: (1) Arnold, Ken, and James Gosling, "The Java Programming Language," Addison-Wesley, 1996; (2) James Gosling, Bill Joy, and  
5 Guy Steele, "The Java Language Specification," Sun Microsystems, 1996, (web site: [http://java.sun.com/doc/language\\_specification](http://java.sun.com/doc/language_specification)); (3) James Gosling and Henry McGilton, "The Java Language Environment: A White Paper," Sun Microsystems, 1995 (web  
10 site: [http://java.sun.com/doc/language\\_environment/](http://java.sun.com/doc/language_environment/)); and (4) Tim Lindholm and Frank Yellin, "The Java Virtual Machine Specification," Addison-Wesley, 1997. These texts among many others describe how to program using Java.

15 In order for a Java application to run on a specific platform, a Java virtual machine implementation must be written that will run within the constraints of the platform, and a mechanism must be provided for loading the desired Java application on the platform,  
20 again keeping within the constraints of this platform.

Conventional platforms that support Java are typically microprocessor-based computers, with access to relatively large amounts of memory and hard disk storage space. Such microprocessor implementations frequently  
25 are used in desktop and personal computers. However, there are no conventional Java implementations on microcontrollers, as would typically be used in a smart card.

Microcontrollers differ from microprocessors in  
30 many ways. For example, a microprocessor typically has a central processing unit that requires certain external components (e.g., memory, input controls and output controls) to function properly. A typical microprocessor can access from a megabyte to a gigabyte  
35 of memory, and is capable of processing 16, 32, or 64

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bits of information or more with a single instruction. In contrast to the microprocessor, a microcontroller includes a central processing unit, memory and other functional elements, all on a single semiconductor substrate, or integrated circuit (e.g., a "chip"). As compared to the relatively large external memory accessed by the microprocessor, the typical microcontroller accesses a much smaller memory. A typical microcontroller can access one to sixty-four kilobytes of built-in memory, with sixteen kilobytes being very common.

There are generally three different types of memory used: random access memory (RAM), read only memory (ROM), and electrically erasable programmable read only memory (EEPROM). In a microcontroller, the amount of each kind of memory available is constrained by the amount of space on the integrated circuit used for each kind of memory. Typically, RAM takes the most space, and is in shortest supply. ROM takes the least space, and is abundant. EEPROM is more abundant than RAM, but less than ROM.

Each kind of memory is suitable for different purposes. Although ROM is the least expensive, it is suitable only for data that is unchanging, such as operating system code. EEPROM is useful for storing data that must be retained when power is removed, but is extremely slow to write. RAM can be written and read at high speed, but is expensive and data in RAM is lost when power is removed.

A microprocessor system typically has relatively little ROM and EEPROM, and has 1 to 128 megabytes of RAM, since it is not constrained by what will fit on a single integrated circuit device, and often has access to an external disk memory system that serves as a large writable, non-volatile storage area at a lower cost than

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EEPROM. However, a microcontroller typically has a small RAM of 0.1 to 2.0 K, 2K to 8K of EEPROM, and 8K - 56K of ROM.

Due to the small number of external components  
5 required and their small size, microcontrollers  
frequently are used in integrated circuit cards, such as  
smart cards. Such smart cards come in a variety of  
forms, including contact-based cards, which must be  
inserted into a reader to be used, and contactless cards,  
10 which need not be inserted. In fact, microcontrollers  
with contactless communication are often embedded into  
specialized forms, such as watches and rings, effectively  
integrating the functionality of a smart card in an  
ergonomically attractive manner.

15 Because of the constrained environment,  
applications for smart cards are typically written in a  
low level programming language (e.g., assembly language)  
to conserve memory.

The integrated circuit card is a secure, robust,  
20 tamper-resistant and portable device for storing data.  
The integrated circuit card is the most personal of  
personal computers because of its small size and because  
of the hardware and software data security features  
unique to the integrated circuit card.

25 The primary task of the integrated circuit card  
and the microcontroller on the card is to protect the  
data stored on the card. Consequently, since its  
invention in 1974, integrated circuit card technology has  
been closely guarded on these same security grounds. The  
30 cards were first used by French banks as debit cards. In  
this application, before a financial transaction based on  
the card is authorized, the card user must demonstrate  
knowledge of a 4-digit personal identification number  
(PIN) stored in the card in addition to being in  
35 possession of the card. Any information that might

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contribute to discovering the PIN number on a lost or stolen card was blocked from public distribution. In fact, since nobody could tell what information might be useful in this regard, virtually all information about  
5 integrated circuit cards was withheld.

Due to the concern for security, applications written for integrated circuit cards have unique properties. For example, each application typically is identified with a particular owner or identity. Because  
10 applications typically are written in a low-level programming language, such as assembly language, the applications are written for a particular type of microcontroller. Due to the nature of low level programming languages, unauthorized applications may  
15 access data on the integrated circuit card. Programs written for a integrated circuit card are identified with a particular identity so that if two identities want to perform the same programming function there must be two copies of some portions of the application on the  
20 microcontroller of the integrated circuit card.

Integrated circuit card systems have historically been closed systems. An integrated circuit card contained a dedicated application that was handcrafted to work with a specific terminal application. Security  
25 checking when an integrated circuit card was used consisted primarily of making sure that the card application and the terminal application were a matched pair and that the data on the card was valid.

As the popularity of integrated circuit cards  
30 grew, it became clear that integrated circuit card users would be averse to carrying a different integrated circuit card for each integrated circuit card application. Therefore, multiple cooperating applications began to be provided on single provider  
35 integrated circuit cards. Thus, for example, an







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processor selectively grants specific types of access (e.g., reading data, writing data, appending data, creating data, deleting data or executing an application) to the requester.

5           The application may be one of a several applications stored in the memory. The processor may be further configured to receive a request from a requester to access one of the plurality of applications; after receipt of the request, determine whether said one of the  
10 plurality of applications complies with a predetermined set of rules; and based on the determination, selectively grant access to the requester to said one of the plurality of applications. The predetermined rules provide a guide for determining whether said one of the  
15 plurality of applications accesses a predetermined region of the memory. The processor may be further configured to authenticate an identity of the requester and grant access to said one of the plurality of applications based on the identity.

20           The processor may be also configured to interact with the terminal via the communicator to authenticate an identity; determine if the identity has been authenticated; and based on the determination, selectively allow communication between the terminal and  
25 the integrated circuit card.

          The communicator and the terminal may communicate via communication channels. The processor may also be configured to assign one of the communication channels to the identity when the processor allows the communication  
30 between the terminal and the integrated circuit card. The processor may also be configured to assign a session key to the assigned communication channel and use the session key when the processor and the terminal communicate via the assigned communication channel.



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establishing firewalls and may include enforcing a sandbox security model.

In general, in another aspect, the invention features a smart card that has a programming language interpreter stored in a memory of the card. The  
5 interpreter is configured to implement security check. A central processing unit of the card is coupled to the memory.

In general, in another aspect, the invention  
10 features an integrated circuit card that is used with a terminal. The card includes a communicator and a memory that stores an interpreter and first instructions of a first application. The first instructions have been converted from second instructions of a second  
15 application. The integrated circuit card includes a processor that is coupled to the memory and is configured to use the interpreter to execute the first instructions and to communicate with the terminal via the communicator.

20 Implementations of the invention may include one or more of the following. The first and/or second applications may have class file format(s). The first and/or second applications may include byte codes, such as Java byte codes. The first instructions may be  
25 generalized or renumbered versions of the second instructions. The second instructions may include constant references, and the first instructions may include constants that replace the constant references of the second instructions. The second instructions may  
30 include references, and the references may shift location during the conversion of the second instructions to the first instructions. The first instructions may be relinked to the references after the shifting. The first instructions may include byte codes for a first type of  
35 virtual machine, and the second instructions may include

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byte codes for a second type of virtual machine. The first type is different from the second type.

In general, in another aspect, the invention features a method for use with an integrated circuit  
5 card. The method includes converting second instructions of a second application to first instructions of a first application; storing the first instructions in a memory of the integrated circuit card; and using an interpreter of the integrated circuit card to execute the first  
10 instructions.

In general, in another aspect, the invention features an integrated circuit for use with a terminal. The integrated circuit card has a communicator that is configured to communicate with the terminal and a memory  
15 that stores a first application that has been processed from a second application having a string of characters. The string of characters are represented in the first application by an identifier. The integrated circuit card includes a processor that is coupled to the memory.  
20 The processor is configured to use the interpreter to interpret the first application for execution and to use the communicator to communicate with the terminal.

In general, in another aspect, the invention features a method for use with an integrated circuit card and a terminal. The method includes processing a second  
25 application to create a first application. The second application has a string of characters. The string of characters is represented by an identifier in the second application. An interpreter and the first application  
30 are stored in a memory of the integrated circuit card. A processor uses an interpreter to interpret the first application for execution.

In general, in another aspect, the invention features a microcontroller that includes a memory which  
35 stores an application and an interpreter. The

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application has a class file format. A processor of the microcontroller is coupled to the memory and is configured to use the interpreter to interpret the application for execution.

5           In implementations of the invention, the microcontroller may also include a communicator that is configured to communicate with a terminal.

          In general, in another aspect, the invention features a method for use with an integrated circuit  
10 card. The method includes storing a first application in a memory of the integrated circuit card, storing a second application in the memory of the integrated circuit card, and creating a firewall that isolates the first and  
15 second applications so that the second application cannot access either the first application or data associated with the first application.

          In general, in another aspect, the invention features an integrated circuit card for use with a terminal. The integrated circuit card includes a  
20 communicator that is configured to communicate with the terminal, a memory and a processor. The memory stores applications, and each application has a high level programming language format. The memory also stores an interpreter. The processor is coupled to the memory and  
25 is configured to: a.) use the interpreter to interpret the applications for execution, b.) use the interpreter to create a firewall to isolate the applications from each other, and c.) use the communicator to communicate with the terminal.

30           Other advantages and features will become apparent from the following description and from the claims.

#### Brief Description of the Drawing

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Fig. 1 is a block diagram of an integrated card system.

Fig. 2 is a flow diagram illustrating the preparation of Java applications to be downloaded to an  
5 integrated circuit card.

Fig. 3 is a block diagram of the files used and generated by the card class file converter.

Fig. 4 is a block diagram illustrating the transformation of application class file(s) into a card  
10 class file.

Fig. 5 is a flow diagram illustrating the working of the class file converter.

Fig. 6 is a flow diagram illustrating the modification of the byte codes.

Fig. 7 is a block diagram illustrating the transformation of specific byte codes into general byte  
15 codes.

Fig. 8 is a block diagram illustrating the replacement of constant references with constants.

Fig. 9 is a block diagram illustrating the replacement of references with their updated values.  
20

Fig. 10 is a block diagram illustrating renumbering of original byte codes.

Fig. 11 is a block diagram illustrating translation of original byte codes for a different  
25 virtual machine architecture.

Fig 12 is a block diagram illustrating loading applications into an integrated circuit card.

Fig. 13 is a block diagram illustrating executing  
30 applications in an integrated circuit card.

Fig. 14 is a schematic diagram illustrating memory organization for ROM, RAM and EEPROM.

Fig. 15 is a flow diagram illustrating the overall architecture of the Card Java virtual machine.

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Fig. 16 is a flow diagram illustrating method execution in the Card Java virtual machine with the security checks.

Fig. 17 is a flow diagram illustrating byte code  
5 execution in the Card Java virtual machine.

Fig. 18 is a flow diagram illustrating method execution in the Card Java virtual machine without the security checks.

Fig. 19 is a block diagram illustrating the  
10 association between card applications and identities.

Fig. 20 is a block diagram illustrating the access rights of a specific running application.

Fig. 21 is a perspective view of a microcontroller on a smart card.

15 Fig. 22 is a perspective view of a microcontroller on a telephone.

Fig. 23 is a perspective view of a microcontroller on a key ring.

Fig. 24 is a perspective view of a microcontroller  
20 on a ring.

Fig. 25 is a perspective view of a microcontroller on a circuit card of an automobile.

#### Detailed Description of the Preferred Embodiments

25 Referring to Fig. 1, an integrated circuit card 10 (e.g., a smart card) is constructed to provide a high level, Java-based, multiple application programming and execution environment. The integrated circuit card 10 has a communicator 12a that is configured to communicate  
30 with a terminal communicator 12b of a terminal 14. In some embodiments, the integrated circuit card 10 is a smart card with an 8 bit microcontroller, 512 bytes of RAM, 4K bytes of EEPROM, and 20K of ROM; the terminal communicator 12b is a conventional contact smart card  
35 reader; and the terminal 14 is a conventional personal



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computer running the Windows NT operating system supporting the personal computer smart card (PC/SC) standard and providing Java development support.

In some embodiments, the microcontroller, memory and communicator are embedded in a plastic card that has substantially the same dimensions as a typical credit card. In other embodiments, the microcontroller, memory and communicator are mounted within bases other than a plastic card, such as jewelry (e.g., watches, rings or bracelets), automotive equipment, telecommunication equipment (e.g., subscriber identity module (SIM) cards), security devices (e.g., cryptographic modules) and appliances.

The terminal 14 prepares and downloads Java applications to the integrated circuit card 10 using the terminal communicator 12b. The terminal communicator 12b is a communications device capable of establishing a communications channel between the integrated circuit card 10 and the terminal 14. Some communication options include contact card readers, wireless communications via radio frequency or infrared techniques, serial communication protocols, packet communication protocols, ISO 7816 communication protocol, to name a few.

The terminal 14 can also interact with applications running in the integrated circuit card 10. In some cases, different terminals may be used for these purposes. For example, one kind of terminal may be used to prepare applications, different terminals could be used to download the applications, and yet other terminals could be used to run the various applications. Terminals can be automated teller machines (ATM)s, point-of-sale terminals, door security systems, toll payment systems, access control systems, or any other system that communicates with an integrated circuit card or microcontroller.

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The integrated circuit card 10 contains a card Java virtual machine (Card JVM) 16, which is used to interpret applications which are contained on the card 10.

5 Referring to Fig. 2, the Java application 20 includes three Java source code files A.java 20a, B.java 20b, and C.java 20c. These source code files are prepared and compiled in a Java application development environment 22. When the Java application 20 is compiled  
10 by the development environment 22, application class files 24 are produced, with these class files A.class 24a, B.class 24b, and C.class 24c corresponding to their respective class Java source code 20a, 20b, and 20c. The application class files 24 follow the standard class file  
15 format as documented in chapter 4 of the Java virtual machine specification by Tim Lindholm and Frank Yellin, "The Java Virtual Machine Specification," Addison-Wesley, 1996. These application class files 24 are fed into the card class file converter 26, which consolidates and  
20 compresses the files, producing a single card class file 27. The card class file 27 is loaded to the integrated circuit card 10 using a conventional card loader 28.

Referring to Fig. 3, the card class file converter 26 is a class file postprocessor that processes a set of  
25 class files 24 that are encoded in the standard Java class file format, optionally using a string to ID input map file 30 to produce a Java card class file 27 in a card class file format. One such card class file format is described in Appendix A which is hereby incorporated  
30 by reference. In addition, in some embodiments, the card class file converter 26 produces a string to ID output map file 32 that is used as input for a subsequent execution of the card class file converter.

In some embodiments, in order for the string to ID  
35 mapping to be consistent with a previously generated card

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class file (in the case where multiple class files  
reference the same strings), the card class file  
converter 26 can accept previously defined string to ID  
mappings from a string to ID input map file 30. In the  
5 absence of such a file, the IDs are generated by the card  
class file converter 26. Appendix B, which is hereby  
incorporated by reference, describes one possible way of  
implementing and producing the string to ID input map  
file 30 and string to ID output map file 32 and  
10 illustrates this mapping via an example.

Referring to Fig. 4, a typical application class  
file 24a includes class file information 41; a class  
constant pool 42; class, fields created, interfaces  
referenced, and method information 43; and various  
15 attribute information 44, as detailed in aforementioned  
Java Virtual Machine Specification. Note that much of  
the attribute information 44 is not needed for this  
embodiment and is eliminated 45 by the card class file  
converter 26. Eliminated attributes include SourceFile,  
20 ConstantValue, Exceptions, LineNumberTable,  
LocalVariableTable, and any optional vendor attributes.  
The typical card class file 27 as described in Appendix A  
is derived from the application class files 24 in the  
following manner. The card class file information 46 is  
25 derived from the aggregate class file information 41 of  
all application class files 24a, 24b, and 24c. The card  
class file constant pool 47 is derived from the aggregate  
class constant pool 42 of all application class files  
24a, 24b, and 24c. The card class, fields created,  
30 interfaces referenced, and method information 48 is  
derived from the aggregate class, fields created,  
interfaces referenced, and method information 43 of all  
application class files 24a, 24b, and 24c. The card  
attribute information 49 in this embodiment is derived  
35 from only the code attribute of the aggregate attribute

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information 44 of all application class files 24a, 24b, and 24c.

To avoid dynamic linking in the card, all the information that is distributed across several Java class  
5 file 24a, 24b, and 24c that form the application 24, are coalesced into one card class file 27 by the process shown in the flowchart in Fig. 5. The first class file to be processed is selected 51a. The constant pool 42 is compacted 51b in the following manner. All objects,  
10 classes, fields, methods referenced in a Java class file 24a are identified by using strings in the constant pool 42 of the class file 24a. The card class file converter 26 compacts the constant pool 42 found in the Java class file 24a into an optimized version. This compaction is  
15 achieved by mapping all the strings found in the class file constant pool 42 into integers (the size of which is microcontroller architecture dependent). These integers are also referred to as IDs. Each ID uniquely identifies a particular object, class, field or method in the  
20 application 20. Therefore, the card class file converter 26 replaces the strings in the Java class file constant pool 42 with its corresponding unique ID. Appendix B shows an example application HelloSmartCard.java, with a table below illustrating the IDs corresponding to the  
25 strings found in the constant pool of the class file for this application. The IDs used for this example are 16-bit unsigned integers.

Next, the card class file converter 26 checks for unsupported features 51c in the Code attribute of the  
30 input Java class file 24a. The Card JVM 16 only supports a subset of the full Java byte codes as described in Appendix C, which is hereby incorporated by reference. Hence, the card class file converter 26 checks for unsupported byte codes in the Code attribute of the Java  
35 class file 24a. If any unsupported byte codes are found

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52, the card class file converter flags an error and stops conversion 53. The program code fragment marked "A" in APPENDIX D shows how these spurious byte codes are apprehended. Another level of checking can be performed  
5 by requiring the standard Java development environment 22 to compile the application 20 with a '-g' flag. Based on the aforementioned Java virtual machine specification, this option requires the Java compiler to place information about the variables used in a Java  
10 application 20 in the LocalVariableTable attribute of the class file 24a. The card class file converter 26 uses this information to check if the Java class file 24a references data types not supported by the Java card.

Next, the card class file converter 26 discards  
15 all the unnecessary parts 51c of the Java class file 24a not required for interpretation. A Java class file 24a stores information pertaining to the byte codes in the class file in the Attributes section 44 of the Java class file. Attributes that are not required for  
20 interpretation by the card JVM 16, such as SourceFile, ConstantValue, Exceptions, LineNumberTable, and LocalVariableTable may be safely discarded 45. The only attribute that is retained is the Code attribute. The Code attribute contains the byte codes that correspond to  
25 the methods in the Java class file 24a.

Modifying the byte codes 54 involves examining the Code attribute information 44 for each method in the class file, and modifying the operands of byte codes that refer to entries in the Java class file constant pool 42  
30 to reflect the entries in the card class file constant pool 47. In some embodiments, the byte codes are also modified, as described below.

Modifying the byte codes 54 involves five passes (with two optional passes) as described by the flowchart  
35 in Fig. 6. The original byte codes 60 are found in the

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Code attribute 44 of the Java class file 24a being processed. The first pass 61 records all the jumps and their destinations in the original byte codes. During later byte code translation, some single byte code may be translated to dual or triple bytes. Fig. 7 illustrates an example wherein byte code ILOAD\_0 is replaced with two bytes, byte code ILOAD and argument 0. When this is done, the code size changes, requiring adjustment of any jump destinations which are affected. Therefore, before these transformations are made, the original byte codes 60 are analyzed for any jump byte codes and a note made of their position and current destination. The program code fragment marked "B" in Appendix D shows how these jumps are recorded. Appendix D is hereby incorporated by reference.

Once the jumps are recorded, if the optional byte code translation is not being performed 62, the card class file converter 26 may proceed to the third pass 64.

Otherwise, the card class file converter converts specific byte codes into generic byte codes. Typically, the translated byte codes are not interpreted in the Card JVM 16 but are supported by converting the byte codes into equivalent byte codes that can be interpreted by the Card JVM 16 (see Fig. 7). The byte codes 70 may be replaced with another semantically equivalent but different byte codes 72. This generally entails the translation of short single specific byte codes such as ILOAD\_0 into their more general versions. For example, ILOAD\_0 may be replaced by byte code ILOAD with an argument 0. This translation is done to reduce the number of byte codes translated by the Card JVM 16, consequently reducing the complexity and code space requirements for the Card JVM 16. The program code fragment marked "C" in Appendix D shows how these translations are made. Note that such translations

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increase the size of the resulting byte code and force the re-computation of any jumps which are affected.

In the third pass 64, the card class file converter rebuilds constant references via elimination of the strings used to denote these constants. Fig. 8 shows an example wherein the byte code LDC 80 referring to constant "18" found via an index in the Java class file 24a constant pool 42 may be translated into BIPUSH byte code 82. In this pass the card class file converter 26 modifies the operands to all the byte codes that refer to entries in the Java class file constant pool 42 to reflect their new location in the card class file constant pool 47. Fig. 9 shows an example wherein the argument to a byte code, INVOKESTATIC 90, refers to an entry in the Java class file constant pool 42 that is modified to reflect the new location of that entry in the card class file constant pool 47. The modified operand 94 shows this transformation. The program code fragment marked "D" in Appendix D shows how these modifications are made.

Once the constant references are relinked, if the optional byte code modification is not being performed, the card class file converter may proceed to the fifth and final pass 67.

Otherwise, the card class file converter modifies the original byte codes into a different set of byte codes supported by the particular Card JVM 16 being used. One potential modification renumbers the original byte codes 60 into Card JVM 16 byte codes (see Fig. 10). This renumbering causes the byte codes 100 in the original byte codes 60 to be modified into a renumbered byte codes 102. Byte code ILOAD recognized by value 21 may be renumbered to be recognized by value 50. This modification may be done for optimizing the type tests (also known in prior art as Pass 3 checks) in the Card

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JVM 16. The program code fragment marked "E" in Appendix D shows an implementation of this embodiment. This modification may be done in order to reduce the program space required by the Card JVM 16 to interpret the byte  
5 code. Essentially this modification regroups the byte codes into Card JVM 16 byte codes so that byte codes with similar operands, results are grouped together, and there are no gaps between Card JVM 16 byte codes. This allows the Card JVM 16 to efficiently check Card JVM 16 byte  
10 codes and validate types as it executes.

In some embodiments, the card class file converter modifies the original byte codes 60 into a different set of byte codes designed for a different virtual machine architecture, as shown in Fig. 11. The Java byte code  
15 ILOAD 112 intended for use on a word stack 114 may be replaced by Card JVM 16 byte code ILOAD\_B 116 to be used on a byte stack 118. An element in a word stack 114 requires allocating 4 bytes of stack space, whereas an element in the byte stack 118 requires only one byte of  
20 stack space. Although this option may provide an increase in execution speed, it risks losing the security features available in the original byte codes.

Since the previous steps 63, 64 or 66 may have changed the size of the byte codes 60 the card class file  
25 converter 26 has to relink 67 any jumps which have been effected. Since the jumps were recorded in the first step 61 of the card class file converter 26, this adjustment is carried out by fixing the jump destinations to their appropriate values. The program code fragment  
30 marked "F" in Appendix D shows how these jumps are fixed.

The card class file converter now has modified byte codes 68 that is equivalent to the original byte codes 60 ready for loading. The translation from the Java class file 24a to the card class file 27 is now  
35 complete.





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application to run immediately, or upon the next card reset.

Referring to Fig. 13, upon receiving a reset or an execution command from the loading and execution control  
5 120, the Card Java Virtual Machine (Card JVM) 16 begins execution at a predetermined method (for example, main) of the selected class in the selected Java Card application 126z. The Card JVM 16 provides the Java card  
10 application 126z access to the underlying card operating system 122, which provides capabilities such as I/O, EEPROM support, file systems, access control, and other system functions using native Java methods as illustrated in Appendix F which is hereby incorporated by reference.

The selected Java card application 126z  
15 communicates with an appropriate application in the terminal 14 using the communicator 12a to establish a communication channel to the terminal 14. Data from the communicator 12a to the terminal 14 passes through a communicator driver 132 in the terminal, which is  
20 specifically written to handle the communications protocol used by the communicator 12a. The data then passes to an integrated circuit card driver 134, which is specifically written to address the capabilities of the particular integrated circuit card 10 being used, and  
25 provides high level software services to the terminal application 136. In the preferred embodiment, this driver would be appropriate PC/SC Smartcard Service Provider (SSP) software. The data then passes to the terminal application 136, which must handle the  
30 capabilities provided by the particular card application 126z being run. In this manner, commands and responses pass back and forth between the terminal application 136 and the selected card application 126z. The terminal application interacts with the user, receiving commands

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from the user, some of which are passed to the selected Java card application 126z, and receiving responses from the Java card application 126z, which are processed and passed back to the user.

5 Referring to Fig. 14, the Card JVM 16 is an interpreter that interprets a card application 126x. The memory resources in the microcontroller that impact the Card JVM 16 are the Card ROM 140, Card RAM 141 and the Card EEPROM 142. The Card ROM 140 is used to store the  
10 Card JVM 16 and the card operating system 122. Card ROM 140 may also be used to store fixed card applications 140a and class libraries 140b. Loadable applications 141a, 141b and libraries 141c may also be stored in Card RAM 141. The Card JVM 16 interprets a card application  
15 141a, 141b, or 140a. The Card JVM 16 uses the Card RAM to store the VM stack 144a and system state variables 144b. The Card JVM 16 keeps track of the operations performed via the VM stack 144a. The objects created by the Card JVM 16 are either on the RAM heap 144c, in the  
20 EEPROM heap 146a, or in the file system 147.

All of the heap manipulated by the Card JVM 16 may be stored in the Card RAM 141 as a RAM Heap 144c, or it may be distributed across to the Card EEPROM 142 as a EEPROM Heap 146a. Card RAM 141 is also used for  
25 recording the state of the system stack 148 that is used by routines written in the native code of the microcontroller. The Card JVM 16 uses the Card EEPROM 142 to store application data either in the EEPROM heap 146a or in the file system 147. Application data stored  
30 in a file may be manipulated via an interface to the card operating system 122. This interface is provided by a class library 140b stored in Card ROM 140, by a loadable class library 141c stored in Card EEPROM 142. One such interface is described in Appendix F. Applications and

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data in the card are isolated by a firewall mechanism  
149.

To cope with the limited resources available on microcontrollers, the Card JVM 16 implements a strict  
5 subset of the Java programming language. Consequently, a Java application 20 compiles into a class file that contains a strict subset of Java byte codes. This enables application programmers to program in this strict subset of Java and still maintain compatibility with  
10 existing Java Virtual Machines. The semantics of the Java byte codes interpreted by the Card JVM 16 are described in the aforementioned Java Virtual Machine Specification. The subset of byte codes interpreted by the Card JVM 16 can be found in Appendix C. The card  
15 class file converter 26 checks the Java application 20 to ensure use of only the features available in this subset and converts into a form that is understood and interpreted by the Card JVM 16.

In other embodiments, the Card JVM 16 is designed  
20 to interpret a different set or augmented set of byte codes 116. Although a different byte code set might lead to some performance improvements, departing from a strict Java subset may not be desirable from the point of view of security that is present in the original Java byte  
25 codes or compatibility with mainstream Java development tools.

All Card JVM 16 applications 126 have a defined entry point denoted by a class and a method in the class. This entry point is mapped in the string to ID input map  
30 30 and assigned by the card class file converter 26. Classes, methods and fields within a Java application 20 are assigned IDs by the card class file converter 26. For example, the ID corresponding to the main application class may be defined as F001 and the ID corresponding to

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its main method, such as "main()V" could be defined as F002.

The overall execution architecture of the Card JVM is described by the flowchart in Fig. 15. Execution of  
5 the Card JVM 16 begins at the execution control 120, which chooses a card application 126z to execute. It proceeds by finding and assigning an entry point 152 (a method) in this card application for the Card JVM 16 to interpret. The Card JVM 16 interprets the method 153.  
10 If the interpretation proceeds successfully 154, the Card JVM 16 reports success 155 returning control back to the execution control 120. If in the course of interpretation 153 the Card JVM 16 encounters an unhandled error or exception (typically a resource  
15 limitation or a security violation), the Card JVM 16 stops 156 and reports the appropriate error to the terminal 14.

An essential part of the Card JVM 16 is a subroutine that handles the execution of the byte codes.  
20 This subroutine is described by the flowchart in Fig. 16. Given a method 160 it executes the byte codes in this method. The subroutine starts by preparing for the parameters of this method 161. This involves setting the VM stack 144a pointer, VM stack 144a frame limits, and  
25 setting the program counter to the first byte code of the method.

Next, the method flags are checked 162. If the method is flagged native, then the method is actually a call to native method code (subroutine written in the  
30 microcontroller's native processor code). In this case, the Card JVM 16 prepares for an efficient call 163 and return to the native code subroutine. The parameters to the native method may be passed on the VM stack 144a or via the System stack 148. The appropriate security  
35 checks are made and the native method subroutine is

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called. On return, the result (if any) of the native method subroutine is placed on the VM stack 144a so that it may be accessed by the next byte code to be executed.

The dispatch loop 164 of the Card JVM 16 is then  
5 entered. The byte code dispatch loop is responsible for preparing, executing, and retiring each byte code. The loop terminates when it finishes interpreting the byte codes in the method 160, or when the Card JVM 16 encounters a resource limitation or a security violation.

10 If a previous byte code caused a branch to be taken 165 the Card JVM prepares for the branch 165a. The next byte code is retrieved 165b. In order to keep the cost of processing each byte code down, as many common elements such as the byte code arguments, length, type  
15 are extracted and stored.

To provide the security offered by the security model of the programming language, byte codes in the class file must be verified and determined conformant to this model. These checks are typically carried out in  
20 prior art by a program referred to as the byte code verifier, which operates in four passes as described in the Java Virtual Machine Specification. To offer the run-time security that is guaranteed by the byte code verifier, the Card JVM 16 must perform the checks that  
25 pertain to the Pass 3 and Pass 4 of the verifier. This checking can be bypassed by the Card JVM 16 if it can be guaranteed (which is almost impossible to do) that the byte codes 60 interpreted by the Card JVM 16 are secure. At the minimum, code security can be maintained as long  
30 as object references cannot be faked and the VM stack 144a and local variable bounds are observed. This requires checking the state of the VM stack 144a with respect to the byte code being executed.

To enforce the security model of the programming  
35 language, a 256-byte table is created as shown in

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Appendix G which is hereby incorporated by reference. This table is indexed by the byte code number. This table contains the type and length information associated with the indexing byte code. It is encoded with the first 5 bits representing type, and the last 3 bits representing length. The type and length of the byte code is indexed directly from the table by the byte code number. This type and length is then used for checking as shown in Appendix H which is hereby incorporated by reference. In Appendix H, the checking process begins by decoding the length and type from the table in Appendix G which is hereby incorporated by reference. The length is used to increment the program counter. The type is used first for pre-execution checking, to insure that the data types on the VM stack 144a are correct for the byte code that is about to be executed. The 256 bytes of ROM for table storage allows the original Java byte codes to be run in the Card JVM 16 and minimizes the changes required to the Java class file to be loaded in the card. Additional Java byte codes can be easily supported since it is relatively easy to update the appropriate table entries.

In other embodiments, as shown in Fig. 10, the Java byte codes in the method are renumbered in such a manner that the byte code type and length information stored in the table in Appendix H is implicit in the reordering. Appendix H is hereby incorporated by reference. Consequently, the checks that must be performed on the state of the VM stack 144a and the byte code being processed does not have to involve a table look up. The checks can be performed by set of simple comparisons as shown in Appendix I which is hereby incorporated by reference. This embodiment is preferable when ROM space is at a premium, since it eliminates a 256-byte table. However adding new byte codes to the set





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limitation 173, it returns an error 156. This error is returned to the terminal 16 by the Card JVM 16. If the byte code executes successfully, it returns a success 175.

5           After execution, the type of the result is used to set the VM stack 144a state correctly 165e, properly flagging the data types on the VM stack 144a. The byte code information gathered previously 165b from the byte code info table is used to set the state of the VM stack  
10 144a in accordance with the byte code that just executed.

          In other embodiments, setting the output state of the VM stack 144a with respect to the byte code executed is simplified if the byte code is renumbered. This is shown in Appendix I which is hereby incorporated by  
15 reference.

          In yet another embodiment, the Card JVM 16 may bypass setting the output state of the VM stack 144a in favor of Card JVM 16 execution speed. This option is not desirable from the point of view of security, unless it  
20 can be guaranteed that the byte codes are secure.

          After the byte code has been executed, the byte code is retired 165f. This involves popping arguments off the VM stack 144a. Once byte code processing is completed, the loop 164 is repeated for the next byte  
25 code for the method.

          Once the dispatch loop 164 terminates, the VM stack 144a is emptied 166. This prevents any object references filtering down to other Card JVM 16 invocations and breaking the Card JVM's 16 security.  
30 Termination 167 of the byte code dispatch loop 164 indicates that the Card JVM 16 has completed executing the requested method.

          To isolate data and applications in the integrated circuit card 10 from each other, the integrated circuit

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card 10 relies on the firewall mechanism 149 provided by the Card JVM 16. Because the Card JVM implements the standard pass 3 and pass 4 verifier checks, it detects any attempt by an application to reference the data or  
 5 code space used by another application, and flag a security error 156. For example, conventional low level applications can cast non-reference data types into references, thereby enabling access to unauthorized memory space, and violating security. With this  
 10 invention, such an attempt by a card application 126z to use a non-reference data type as a reference will trigger a security violation 156. In conventional Java, this protected application environment is referred to as the sandbox application-interpretation environment.

15 However, these firewall facilities do not work independently. In fact, the facilities are overlapping and mutually reinforcing with conventional access control lists and encryption mechanisms shown in the following table:

	Access Control Lists	Virtual Machine	Encryption
20 Data Protection	access control before operation	access only to own namespace	data to another program encrypted
Program Protection	access control before execution	execution only on correct types	data encrypted in program's namespace

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	Access Control Lists	Virtual Machine	Encryption
Communication Protection	access control on channels	channel controls in own namespace	only mutually authenticated parties can communicate

Taken together, these facilities isolate both data and applications on the integrated circuit card 10 and ensure that each card application 126 can access only the authorized resources of the integrated circuit card 10.

Referring to Fig. 19, card applications 126x, 126y, 126z can be endowed with specific privileges when the card applications 126 execute. These privileges determine, for example, which data files the card applications 126 can access and what operations the card applications 126 can perform on the file system 147. The privileges granted to the card applications 126 are normally set at the time that a particular card application 126z is started by the user, typically from the terminal 14.

The integrated circuit card 10 uses cryptographic identification verification methods to associate an identity 190 (e.g., identities 190a, 190b and 190c) and hence, a set of privileges to the execution of the card application 126. The association of the specific identity 190c to the card application 126z is made when the card application 126z begins execution, thus creating a specific running application 200, as shown in Fig. 20. The identity 190 is a unique legible text string reliably associated with an identity token. The identity token (e.g., a personal identification number (PIN) or a RSA private key) is an encryption key.

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Referring to Fig. 20, in order to run a specific card application 126z, the identity 190c of the card application 126z must be authenticated. The identity 190c is authenticated by demonstrating knowledge of the identity token associated with the identity 190c. Therefore, in order to run the card application 126z, an agent (e.g., a card holder or another application wishing to run the application) must show that it possesses or knows the application's identity-defining encryption key.

One way to demonstrate possession of an encryption key is simply to expose the key itself. PIN verification is an example of this form of authentication. Another way to demonstrate the possession of an encryption key without actually exposing the key itself is to show the ability to encrypt or decrypt plain text with the key.

Thus, a specific running application 200 on the integrated circuit card 10 includes a card application 126z plus an authenticated identity 190c. No card application 126 can be run without both of these elements being in place. The card application 126z defines data processing operations to be performed, and the authenticated identity 190c determines on what computational objects those operations may be performed. For example, a specific application 126z can only access identity C's files 202 in the file system 147 associated with the specific identity 190c, and the specific card application 126z cannot access other files 204 that are associated with identities other than the specific identity 190c.

The integrated circuit card 10 may take additional steps to ensure application and data isolation. The integrated circuit card 10 furnishes three software features sets: authenticated-identity access control lists; a Java-based virtual machine; and one-time session encryption keys to protect data files, application

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execution, and communication channels, respectively. Collectively, for one embodiment, these features sets provide the application data firewalls 149 for one embodiment. The following discusses each software  
5 feature set and then shows how the three sets work together to insure application and data isolation on the integrated circuit card 10.

An access control list (ACL) is associated with every computational object (e.g., a data file or a  
10 communication channel) on the integrated circuit card 10 that is to be protected, i.e., to which access is to be controlled. An entry on an ACL (for a particular computational object) is in a data format referred to as an e-tuple:

15           type:identity:permissions

The type field indicates the type of the following identity (in the identity field), e.g., a user (e.g., "John Smith"), or a group. The permissions field indicates a list of operations (e.g., read, append and  
20 update) that can be performed by the identity on the computational object.

As an example, for a data file that has the ACL entry:

          USER:AcmeAirlines:RAU,  
25 any application whose identity is "AcmeAirlines" can read ("R"), append ("A") and update ("U") the data file. In addition, the ACL may be used selectively to permit the creation and deletion of data files. Furthermore, the ACL may be used selectively to permit execution of an  
30 application.

Whenever a computational object is accessed by a running application 200, the access is intercepted by the Card JVM 16 and passed to the card operating system 122, which determines if there is an ACL associated with the  
35 object. If there is an associated ACL, then the identity

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190c associated with the running application 200 is matched on the ACL. If the identity is not found or if the identity is not permitted for the type of access that is being requested, then the access is denied.

5 Otherwise, the access is allowed to proceed.

Referring to Fig. 13, to prevent the potential problems due to the single data path between the integrated circuit card 10 and the terminal 14, communication channel isolation is accomplished by  
10 including in the identity authentication process the exchange of a one-time session key 209 between the a card application 126z and the terminal application 136. The key 209 is then used to encrypt subsequent traffic between the authenticating terminal application 136 and  
15 the authenticated card application 126z. Given the one-time session key 209, a rogue terminal application can neither "listen in" on an authenticated communication between the terminal 14 and the integrated circuit card 10, nor can the rogue terminal application "spoof" the  
20 card application into performing unauthorized operations on its behalf.

Encryption and decryption of card/terminal traffic can be handled either by the card operating system 122 or by the card application itself 126z. In the former case,  
25 the communication with the terminal 14 is being encrypted transparently to the application, and message traffic arrives decrypted in the data space of the application. In the latter case, the card application 126z elects to perform encryption and decryption to provide an extra  
30 layer of security since the application could encrypt data as soon as it was created and would decrypt data only when it was about to be used. Otherwise, the data would remain encrypted with the session key 209.

Thus, the application firewall includes three  
35 mutually reinforcing software sets. Data files are



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byte code assembler that can be used to generate class files, as described in the following reference (incorporated herein by reference): Meyer, Jon and Troy Downing, "Java Virtual Machine", O'Reilly, 1997.

5 Regardless of the source of the class files, the above description applies to languages other than Java to generate codes to be interpreted.

Fig. 21 shows an integrated circuit card, or smart card, which includes a microcontroller 210 that is  
10 mounted to a plastic card 212. The plastic card 212 has approximately the same form factor as a typical credit card. The communicator 12a can use a contact pad 214 to establish a communication channel, or the communicator 12a can use a wireless communication system.

15 In other embodiments, a microcontroller 210 is mounted into a mobile or fixed telephone 220, effectively adding smart card capabilities to the telephone, as shown in Fig. 22. In these embodiments, the microcontroller 210 is mounted on a module (such as a Subscriber Identity  
20 Module (SIM)), for insertion and removal from the telephone 220.

In other embodiments, a microcontroller 210 is added to a key ring 230 as shown in Fig. 23. This can be used to secure access to an automobile that is equipped  
25 to recognize the identity associated with the microcontroller 210 on the key ring 230.

Jewelry such as a watch or ring 240 can also house a microcontroller 210 in an ergonomic manner, as shown in Fig. 24. Such embodiments typically use a wireless  
30 communication system for establishing a communication channel, and are a convenient way to implement access control with a minimum of hassle to the user.

Fig. 25 illustrates a microcontroller 210 mounted in an electrical subsystem 252 of an automobile 254. In  
35 this embodiment, the microcontroller is used for a



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variety of purposes, such as to controlling access to the automobile, (e.g. checking identity or sobriety before enabling the ignition system of the automobile), paying tolls via wireless communication, or interfacing with a  
5 global positioning system (GPS) to track the location of the automobile, to name a few.

While specific embodiments of the present invention have been described, various modifications and substitutions will become apparent to one skilled in the  
10 art by this disclosure. Such modifications and substitutions are within the scope of the present invention, and are intended to be covered by the appended claims.

## APPENDIX A

### Card Class File Format For Preferred Embodiment

#### Introduction

The card class file is a compressed form of the original class file(s). The card class file contains only the semantic information required to interpret Java programs from the original class files. The indirect references in the original class file are replaced with direct references resulting in a compact representation.

The card class file format is based on the following principles:

***Stay close to the standard class file format.*** The card class file format should remain as close to the standard class file format as possible. The Java byte codes in the class file remain unaltered. Not altering the byte codes ensures that the structural and static constraints on them remain verifiably intact.

***Ease of implementation.*** The card class file format should be simple enough to appeal to Java Virtual Machine implementers. It must allow for different yet behaviorally equivalent implementations.

***Feasibility.*** The card class file format must be compact in order to accommodate smart card technology. It must meet the constraints of today's technology while not losing sight of tomorrow's innovations.

This document is based on Chapter 4, "The class file format", in the book titled "The Java™ Virtual Machine Specification"[1], henceforth referred to as the Red book. Since the document is based on the standard class file format described in the Red book, we only present information that is different. The Red book serves as the final authority for any clarification.

The primary changes from the standard class file format are:

The constant pool is optimized to contain only 16-bit identifiers and, where possible, indirection is replaced by a direct reference.

Attributes in the original class file are eliminated or regrouped.

#### **The Java Card class File Format**

This section describes the Java Card class file format. Each card class file contains one

or many Java types, where a type may be a class or an interface.

A card class file consists of a stream of 8-bit bytes. All 16-bit, 32-bit, and 64-bit quantities are constructed by reading in two, four, and eight consecutive 8-bit bytes, respectively. Multi-byte data items are always stored in big-endian order, where the high bytes come first. In Java, this format is supported by interfaces `java.io.DataInput` and `java.io.DataOutput` and classes such as `java.io.DataInputStream` and `java.io.DataOutputStream`.

We define and use the same set of data types representing Java class file data: The types `u1`, `u2`, and `u4` represent an unsigned one-, two-, or four-byte quantity, respectively. In Java, these types may be read by methods such as `readUnsignedByte`, `readUnsignedShort`, and `readInt` of the interface `java.io.DataInput`.

The card class file format is presented using pseudo-structures written in a C-like structure notation. To avoid confusion with the fields of Java Card Virtual Machine classes and class instances, the contents of the structures describing the card class file format are referred to as items. Unlike the fields of a C structure, successive items are stored in the card class file sequentially, without padding or alignment.

Variable-sized tables, consisting of variable-sized items, are used in several class file structures. Although we will use C-like array syntax to refer to table items, the fact that tables are streams of varying-sized structures means that it is not possible to directly translate a table index into a byte offset into the table.

Where we refer to a data structure as an array, it is literally an array.

In order to distinguish between the card class file structure and the standard class file structure, we add capitalization; for example, we rename `field_info` in the original class file to `FieldInfo` in the card class file.

### **Card Class File**

A card class file contains a single `CardClassFile` structure:

```
CardClassFile {
    u1 major_version;
    u1 minor_version;
    u2 name_index;
    u2 const_size;
    u2 max_class;
    CpInfo constant_pool[const_size];
    ClassInfo class[max_class];
}
```

The items in the CardClassFile structure are as follows:

**minor\_version, major\_version**

The values of the minor\_version and major\_version items are the minor and major version numbers of the off-card Java Card Virtual Machine that produced this card class file. An implementation of the Java Card Virtual Machine normally supports card class files having a given major version number and minor version numbers 0 through some particular minor\_version.

Only the Java Card Forum may define the meaning of card class file version numbers.

**name\_index**

The value of the name\_index item must represent a valid Java class name. The Java class name represented by name\_index must be exactly the same Java class name that corresponds to the main application that is to run in the card. A card class file contains several classes or interfaces that constitute the application that runs in the card. Since Java allows each class to contain a main method there must be a way to distinguish the class file containing the main method which corresponds to the card application.

**const\_size**

The value of const\_size gives the number of entries in the card class file constant pool. A constant\_pool index is considered valid if it is greater than or equal to zero and less than const\_size.

**max\_class**

This value refers to the number of classes present in the card class file. Since the name resolution and linking in the Java Card are done by the off-card Java Virtual Machine all the class files or classes required for an application are placed together in one card class file.

**constant\_pool[]**

The constant\_pool is a table of variable-length structures () representing various string constants, class names, field names, and other constants that are referred to within the CardClassFile structure and its substructures.

The first entry in the card class file is constant\_pool[0].

Each of the constant\_pool table entries at indices 0 through const\_size is a variable-length structure ().

**class[]**

The class is a table of max\_class classes that constitute the application loaded onto the card.

**Constant Pool**

All constant\_pool table entries have the following general format:

```
CpInfo {
    u1 tag;
    u1 info[];
}
```

Each item in the constant\_pool table must begin with a 1-byte tag indicating the kind of cp\_info entry. The contents of the info array varies with the value of tag. The valid tags and their values are the same as those specified in the Red book.

Each tag byte must be followed by two or more bytes giving information about the specific constant. The format of the additional information varies with the tag value. Currently the only tags that need to be included are CONSTANT\_Class, CONSTANT\_FieldRef, CONSTANT\_MethodRef and CONSTANT\_InterfaceRef. Support for other tags be added as they are included in the specification.

**CONSTANT\_Class**

The CONSTANT\_Class\_info structure is used to represent a class or an interface:

```
CONSTANT_ClassInfo {
    u1 tag;
    u2 name_index;
}
```

The items of the CONSTANT\_Class\_info structure are the following:

**tag**

The tag item has the value CONSTANT\_Class (7).

**name\_index**

The value of the name\_index item must represent a valid Java class name. The Java class name represented by name\_index must be exactly the same Java class name that is described by the corresponding CONSTANT\_Class entry in the constant\_pool of the original class file.

CONSTANT\_Fieldref, CONSTANT\_Methodref, and CONSTANT\_InterfaceMethodref Fields, methods, and interface methods are represented by similar structures:

```
CONSTANT_FieldrefInfo {
    u1 tag;
    u2 class_index;
    u2 name_sig_index;
}
```

```
    CONSTANT_MethodrefInfo {  
        u1 tag;  
        u2 class_index;  
        u2 name_sig_index;  
    }  
    CONSTANT_InterfaceMethodrefInfo {  
        u1 tag;  
        u2 class_index;  
        u2 name_sig_index;  
    }
```

The items of these structures are as follows:

**tag**

The tag item of a CONSTANT\_FieldrefInfo structure has the value CONSTANT\_Fieldref (9).

The tag item of a CONSTANT\_MethodrefInfo structure has the value CONSTANT\_Methodref (10).

The tag item of a CONSTANT\_InterfaceMethodrefInfo structure has the value CONSTANT\_InterfaceMethodref (11).

**classs\_index**

The value of the class\_index item must represent a valid Java class or interface name. The name represented by class\_index must be exactly the same name that is described by the corresponding CONSTANT\_Class\_info entry in the constant\_pool of the original class file.

**name\_sig\_index**

The value of the name\_sig\_index item must represent a valid Java name and type. The name and type represented by name\_sig\_index must be exactly the same name and type described by the CONSTANT\_NameAndType\_info entry in the constant\_pool structure of the original class file.

**Class**

Each class is described by a fixed-length ClassInfo structure. The format of this structure is:

```
    ClassInfo {  
        u2 name_index;  
        u1 max_field;  
        u1 max_sfield;
```

```
    u1 max_method;  
    u1 max_interface;  
    u2 superclass;  
    u2 access_flags;  
    FieldInfo field[max_field+max_sfield];  
    InterfaceInfo interface[max_interface];  
    MethodInfo method[max_method];  
}
```

The items of the ClassInfo structure are as follows:

**name\_index**

The value of the name\_index item must represent a valid Java class name. The Java class name represented by name\_index must be exactly the same Java class name that is described in the corresponding ClassFile structure of the original class file.

**max\_field**

The value of the max\_field item gives the number of FieldInfo () structures in the field table that represent the instance variables, declared by this class or interface type. This value refers to the number of non-static the fields in the card class file. If the class represents an interface the value of max\_field is 0.

**max\_sfield**

The value of the max\_sfield item gives the number of FieldInfo structures in the field table that represent the class variables, declared by this class or interface type. This value refers to the number of static the fields in the card class file.

**max\_method**

The value of the max\_method item gives the number of MethodInfo () structures in the method table.

**max\_interface**

The value of the max\_interface item gives the number of direct superinterfaces of this class or interface type.

**superclass**

For a class, the value of the superclass item must represent a valid Java class name. The Java class name represented by superclass must be exactly the same Java class name that is described in the corresponding ClassFile structure of the original class file. Neither the superclass nor any of its superclasses may be a final class. If the value of superclass is 0, then this class must represent the class java.lang.Object, the only class or interface without a superclass.

For an interface, the value of superclass must always represent the Java class `java.lang.Object`.

#### **access\_flags**

The value of the `access_flags` item is a mask of modifiers used with class and interface declarations. The `access_flags` modifiers and their values are the same as the `access_flags` modifiers in the corresponding `ClassFile` structure of the original class file.

#### **field[]**

Each value in the field table must be a fixed-length `FieldInfo ()` structure giving a complete description of a field in the class or interface type. The field table includes only those fields that are declared by this class or interface. It does not include items representing fields that are inherited from superclasses or superinterfaces.

#### **interface[]**

Each value in the interface array must represent a valid interface name. The interface name represented by each entry must be exactly the same interface name that is described in the corresponding interface array of the original class file.

#### **method[]**

Each value in the method table must be a variable-length `MethodInfo ()` structure giving a complete description of and Java Virtual Machine code for a method in the class or interface.

The `MethodInfo` structures represent all methods, both instance methods and, for classes, class (static) methods, declared by this class or interface type. The method table only includes those methods that are explicitly declared by this class. Interfaces have only the single method `<clinit>`, the interface initialization method. The methods table does not include items representing methods that are inherited from superclasses or superinterfaces.

#### **Fields**

Each field is described by a fixed-length `field_info` structure. The format of this structure is

```
FieldInfo {
    u2 name_index;
    u2 signature_index;
    u2 access_flags;
}
```

The items of the `FieldInfo` structure are as follows:

#### **name\_index**



The value of the name\_index item must represent a valid Java field name. The Java field name represented by name\_index must be exactly the same Java field name that is described in the corresponding field\_info structure of the original class file.

**signature\_index**

The value of the signature\_index item must represent a valid Java field descriptor. The Java field descriptor represented by signature index must be exactly the same Java field descriptor that is described in the corresponding field\_info structure of the original class file.

**access\_flags**

The value of the access\_flags item is a mask of modifiers used to describe access permission to and properties of a field. The access\_flags modifiers and their values are the same as the access\_flags modifiers in the corresponding field\_info structure of the original class file.

**Methods**

Each method is described by a variable-length MethodInfo structure. The MethodInfo structure is a variable-length structure that contains the Java Virtual Machine instructions and auxiliary information for a single Java method, instance initialization method, or class or interface initialization method. The structure has the following format:

```
MethodInfo {  
    u2 name_index;  
    u2 signature_index;  
    u1 max_local;  
    u1 max_arg;  
    u1 max_stack;  
    u1 access_flags;  
    u2 code_length;  
    u2 exception_length;  
    u1 code[code_length];  
    {  
        u2 start_pc;  
        u2 end_pc;  
        u2 handler_pc;  
        u2 catch_type;  
    } einfo[exception_length];  
}
```

The items of the MethodInfo structure are as follows:

**name\_index**

The value of the name\_index item must represent either one of the special internal method names, either <init> or <clinit>, or a valid Java method name. The Java method name represented by name\_index must be exactly the same Java method name that is described in the corresponding method\_info structure of the original class file.

**signature\_index**

The value of the signature\_index item must represent a valid Java method descriptor. The Java method descriptor represented by signature\_index must be exactly the same Java method descriptor that is described in the corresponding method\_info structure of the original class file.

**max\_local**

The value of the max\_locals item gives the number of local variables used by this method, excluding the parameters passed to the method on invocation. The index of the first local variable is 0. The greatest local variable index for a one-word value is max\_locals-1.

**max\_arg**

The value of the max\_arg item gives the maximum number of arguments to this method.

**max\_stack**

The value of the max\_stack item gives the maximum number of words on the operand stack at any point during execution of this method.

**access\_flags**

The value of the access\_flags item is a mask of modifiers used to describe access permission to and properties of a method or instance initialization method. . The access\_flags modifiers and their values are the same as the access\_flags modifiers in the corresponding method\_info structure of the original class file.

**code\_length**

The value of the code\_length item gives the number of bytes in the code array for this method. The value of code\_length must be greater than zero; the code array must not be empty.

**exception\_length**

The value of the exception\_length item gives the number of entries in the exception\_info table.

**code[]**

The code array gives the actual bytes of Java Virtual Machine code that implement the method. When the code array is read into memory on a byte addressable machine, if the first byte of the array is aligned on a 4-byte boundary, the `tableswitch` and `lookupswitch` 32-bit offsets will be 4-byte aligned; refer to the descriptions of those instructions for more information on the consequences of code array alignment.

The detailed constraints on the contents of the code array are extensive and are the same as described in the Java Virtual Machine Specification.

**info[]**

Each entry in the `info` array describes one exception handler in the code array. Each `info` entry contains the following items:

**start\_pc, end\_pc**

The values of the two items `start_pc` and `end_pc` indicate the ranges in the code array at which the exception handler is active.

The value of `start_pc` must be a valid index into the code array of the opcode of an instruction. The value of `end_pc` either must be a valid index into the code array of the opcode of an instruction, or must be equal to `code_length`, the length of the code array. The value of `start_pc` must be less than the value of `end_pc`.

The `start_pc` is inclusive and `end_pc` is exclusive; that is, the exception handler must be active while the program counter is within the interval [`start_pc`, `end_pc`).

**handler\_pc**

The value of the `handler_pc` item indicates the start of the exception handler. The value of the item must be a valid index into the code array, must be the index of the opcode of an instruction, and must be less than the value of the `code_length` item.

**catch\_type**

If the value of the `catch_type` item is nonzero, it must represent a valid Java class type. The Java class type represented by `catch_type` must be exactly the same as the Java class type that is described by the `catch_type` in the corresponding `method_info` structure of the original class file. This class must be the class `Throwable` or one of its subclasses. The exception handler will be called only if the thrown exception is an instance of the given class or one of its subclasses.

If the value of the `catch_type` item is zero, this exception handler is called for all exceptions. This is used to implement `finally`.

**Attributes**

Attributes used in the original class file are either eliminated or regrouped for compaction.

The predefined attributes `SourceFile`, `ConstantValue`, `Exceptions`, `LineNumberTable`, and `Local-VariableTable` may be eliminated without sacrificing any information required for Java byte code interpretation.

The predefined attribute `Code` which contains all the byte codes for a particular method are moved in the corresponding `MethodInfo` structure.

### **Constraints on Java Card Virtual Machine Code**

The Java Card Virtual Machine code for a method, instance initialization method, or class or interface initialization method is stored in the array code of the `MethodInfo` structure of a card class file. Both the static and the structural constraints on this code array are the same as those described in the Red book.

Limitations of the Java Card Virtual Machine and Java Card class File Format

The following limitations in the Java Card Virtual Machine are imposed by this version of the Java Card Virtual Machine specification:

The per-card class file constant pool is limited to 65535 entries by the 16-bit `const_size` field of the `CardClassFile` structure (). This acts as an internal limit on the total complexity of a single card class file. This count also includes the entries corresponding to the constant pool of the class hierarchy available to the application in the card.

The amount of code per method is limited to 65535 bytes by the sizes of the indices in the `MethodInfo` structure.

The number of local variables in a method is limited to 255 by the size of the `max_local` item of the `MethodInfo` structure ().

The number of fields of a class is limited to 510 by the size of the `max_field` and the `max_sfield` items of the `ClassInfo` structure ().

The number of methods of a class is limited to 255 by the size of the `max_method` item of the `ClassInfo` structure ().

The size of an operand stack is limited to 255 words by the `max_stack` field of the `MethodInfo` structure ().

### **Bibliography**

[1] Tim Lindholm and Frank Yellin, *The Java Virtual Machine Specification*, Addison-Wesley, 1996.

**APPENDIX B****String To ID Input And Output**

For the correct operation of Card JVM it is very important that the declared and generated IDs are correctly managed. This management is controlled by the definitions in the string to ID input file **String-ID INMap**. This textual file, the basis for which is shown below, declares which areas of the namespace can be used for what purposes. One possible arrangement of this map may reserve some IDs for internal use by the Card JVM interpreter, and the rest is allocated to Card JVM applications.

```
#
# String-ID INMap file.
#
# 4000 - 7FFF Available for application use.
# F000 - FFFE Reserved for Card JVM's internal use.
#
constantBase F000 # The area from F000 to FFFF is reserved for
                  # Card JVM's internal use.
                  #
MainApplication  # F000 - Name of the startup class
                  # (changes for each application)
main()V          # F001 - Name of the startup method
                  # (may change for each application)
java/lang/Object # F002
java/lang/String # F003
<init>()V        # F004
<clinit>()V      # F005
[L               # F006
[I               # F007
[C               # F008
[B               # F009
[S               # F000A
#
constantBase FFF0 # This area is reserved for simple return types.
L                # FFF0
```

V	# FFF1
I	# FFF2
S	# FFF3
C	# FFF4
B	# FFF5
Z	# FFF6
#	
constantBase	4000 # From here on this space is application dependent.

Essentially, all applications which are to be loaded into a smart card are allocated their own IDs within the 0x4000 to 0x7FFF. This space is free for each application since no loaded application is permitted to access other applications.

Care must be taken on managing the IDs for preloaded class libraries. The management of these IDs is helped by the (optional) generation of the string to ID output file **String-ID OUTMap** file. This map is the **String-ID INMap** augmented with the new String-ID bindings. These bindings may be produced when the Card Class File Converter application terminates. The **String-ID OUTMap** is generated for support libraries and OS interfaces loaded on the card. This map may be used as the **String-ID INMap** for smart card applications using the support libraries and OS interfaces loaded on the card. When building new applications this file can generally be discarded.

As an example consider the following Java program, HelloSmartCard.java. When compiled it generates a class file HelloSmartCard.class. This class file has embedded in it strings that represent the class name, methods and type information. On the basis of the **String-ID INMap** described above Card Class File Converter generates a card class file that replaces the strings present in the class file with IDs allocated by Card Class File Converter. Table 1 lists the strings found in the constant pool of HelloSmartCard.class with their respective Card Class File Converter assigned IDs. Note that some strings (like "java/lang/Object") have a pre-assigned value (F002) and some strings (like "()V") get a new value (4004).

Program : HelloSmartCard.java

```
public class HelloSmartCard {  
    public byte aVariable;  
  
    public static void main() {  
        HelloSmartCard h = new HelloSmartCard();  
        h.aVariable = (byte)13;  
    }  
}
```

**Relevant entries of String-ID OUTMap**

**APPENDIX C****Byte codes supported by the Card JVM in the preferred embodiment**

AALOAD	AASTORE	ACONST_NULL
ALOAD	ALOAD_0	ALOAD_1
ALOAD_2	ALOAD_3	ARETURN
ARRAYLENGTH	ASTORE	ASTORE_0
ASTORE_1	ASTORE_2	ASTORE_3
ATHROW	BALOAD	BASTORE
CHECKCAST	DUP	DUP2
DUP2_X1	DUP2_X2	DUP_X1
DUP_X2	GETFIELD	GETSTATIC
GOTO	IADD	IALOAD
IAND	IASTORE	ICONST_0
ICONST_1	ICONST_2	ICONST_3
ICONST_4	ICONST_5	ICONST_M1
IDIV	IFEQ	IFGE
IFGT	IFLE	IFLT
IFNE	IFNONNULL	IFNULL
IF_ACMPEQ	IF_ACMPEQ	IF_ICMPEQ
IF_ICMPGE	IF_ICMPGT	IF_ICMPLE
IF_ICMPLT	IF_ICMPNE	IINC
ILOAD	ILOAD_0	ILOAD_1
ILOAD_2	ILOAD_3	IMUL
INEG	INSTANCEOF	INT2BYTE
INT2CHAR	INT2SHORT	INVOKEINTERFACE
INVOKENONVIRTUAL	INVOKESTATIC	INVOKEVIRTUAL
IOR	IREM	IRETURN
ISHL	ISHR	ISTORE
ISTORE_0	ISTORE_1	ISTORE_2
ISTORE_3	ISUB	IUSHR
IXOR	JSR	LDC1
LDC2	LOOKUPSWITCH	NEW
NEWARRAY	NOP	POP
POP2	PUTFIELD	PUTSTATIC
RET	RETURN	SALOAD
SASTORE	SIPUSH	SWAP
TABLESWITCH	BIPUSH	



**Standard Java byte codes numbers for the byte codes supported in the preferred embodiment**

```
package util;
```

```
/*
```

```
 * List of actual Java Bytecodes handled by this JVM
```

```
 * ref. Lindohlm and Yellin.
```

```
 *
```

```
 * Copyright (c) 1996 Schlumberger Austin Products Center,
```

```
 *           Schlumberger, Austin, Texas, USA.
```

```
 */
```

```
public interface BytecodeDefn {
```

```
    public static final byte j_NOP = (byte)0;
```

```
    public static final byte ACONST_NULL = (byte)1;
```

```
    public static final byte ICONST_M1 = (byte)2;
```

```
    public static final byte ICONST_0 = (byte)3;
```

```
    public static final byte ICONST_1 = (byte)4;
```

```
    public static final byte ICONST_2 = (byte)5;
```

```
    public static final byte ICONST_3 = (byte)6;
```

```
    public static final byte ICONST_4 = (byte)7;
```

```
    public static final byte ICONST_5 = (byte)8;
```

```
    public static final byte BIPUSH = (byte)16;
```

```
    public static final byte SIPUSH = (byte)17;
```

```
    public static final byte LDC1 = (byte)18;
```

```
    public static final byte LDC2 = (byte)19;
```

```
    public static final byte ILOAD = (byte)21;
```

```
    public static final byte ALOAD = (byte)25;
```

```
    public static final byte ILOAD_0 = (byte)26;
```

```
    public static final byte ILOAD_1 = (byte)27;
```

```
    public static final byte ILOAD_2 = (byte)28;
```

```
    public static final byte ILOAD_3 = (byte)29;
```

```
    public static final byte ALOAD_0 = (byte)42;
```

```
    public static final byte ALOAD_1 = (byte)43;
```

```
public static final byte ALOAD_2 = (byte)44;
public static final byte ALOAD_3 = (byte)45;
public static final byte IALOAD = (byte)46;
public static final byte AALOAD = (byte)50;
public static final byte BALOAD = (byte)51;
public static final byte CALOAD = (byte)52;
public static final byte ISTORE = (byte)54;
public static final byte ASTORE = (byte)58;
public static final byte ISTORE_0 = (byte)59;
public static final byte ISTORE_1 = (byte)60;
public static final byte ISTORE_2 = (byte)61;
public static final byte ISTORE_3 = (byte)62;
public static final byte ASTORE_0 = (byte)75;
public static final byte ASTORE_1 = (byte)76;
public static final byte ASTORE_2 = (byte)77;
public static final byte ASTORE_3 = (byte)78;
public static final byte IASTORE = (byte)79;
public static final byte AASTORE = (byte)83;
public static final byte BASTORE = (byte)84;
public static final byte CASTORE = (byte)85;
public static final byte POP = (byte)87;
public static final byte POP2 = (byte)88;
public static final byte DUP = (byte)89;
public static final byte DUP_X1 = (byte)90;
public static final byte DUP_X2 = (byte)91;
public static final byte DUP2 = (byte)92;
public static final byte DUP2_X1 = (byte)93;
public static final byte DUP2_X2 = (byte)94;
public static final byte SWAP = (byte)95;
public static final byte IADD = (byte)96;
public static final byte ISUB = (byte)100;
public static final byte IMUL = (byte)104;
public static final byte IDIV = (byte)108;
public static final byte IREM = (byte)112;
public static final byte INEG = (byte)116;
```

```
public static final byte ISHL = (byte)120;
public static final byte ISHR = (byte)122;
public static final byte IUSHR = (byte)124;
public static final byte IAND = (byte)126;
public static final byte IOR = (byte)128;
public static final byte IXOR = (byte)130;
public static final byte IINC = (byte)132;
public static final byte INT2BYTE = (byte)145;
public static final byte INT2CHAR = (byte)146;
public static final byte INT2SHORT = (byte)147;
public static final byte IFEQ = (byte)153;
public static final byte IFNE = (byte)154;
public static final byte IFLT = (byte)155;
public static final byte IFGE = (byte)156;
public static final byte IFGT = (byte)157;
public static final byte IFLE = (byte)158;
public static final byte IF_ICMPEQ = (byte)159;
public static final byte IF_ICMPNE = (byte)160;
public static final byte IF_ICMPLT = (byte)161;
public static final byte IF_ICMPGE = (byte)162;
public static final byte IF_ICMPGT = (byte)163;
public static final byte IF_ICMPLE = (byte)164;
public static final byte IF_ACMPEQ = (byte)165;
public static final byte IF_ACMUNE = (byte)166;
public static final byte GOTO = (byte)167;
public static final byte j_JSR = (byte)168;
public static final byte RET = (byte)169;
public static final byte TABLESWITCH = (byte)170;
public static final byte LOOKUPSWITCH = (byte)171;
public static final byte IRETURN = (byte)172;
public static final byte ARETURN = (byte)176;
public static final byte RETURN = (byte)177;
public static final byte GETSTATIC = (byte)178;
public static final byte PUTSTATIC = (byte)179;
public static final byte GETFIELD = (byte)180;
```

```
public static final byte PUTFIELD = (byte)181;
public static final byte INVOKEVIRTUAL = (byte)182;
public static final byte INVOKENONVIRTUAL = (byte)183;
public static final byte INVOKESTATIC = (byte)184;
public static final byte INVOKEINTERFACE = (byte)185;
public static final byte NEW = (byte)187;
public static final byte NEWARRAY = (byte)188;
public static final byte ARRAYLENGTH = (byte)190;
public static final byte ATHROW = (byte)191;
public static final byte CHECKCAST = (byte)192;
public static final byte INSTANCEOF = (byte)193;
public static final byte IFNULL = (byte)198;
public static final byte IFNONNULL = (byte)199;
}
```

**APPENDIX D****Card Class File Converter byte code conversion process**

```
/*
 * Reprocess code block.
 */
static
void
reprocessMethod(iMethod* imeth)
{
    int pc;
    int npc;
    int align;
    bytecode* code;
    int codelen;
    int i;
    int opad;
    int npad;
    int apc;
    int high;
    int low;

    /* codeinfo is a table that keeps track of the valid Java bytecodes and their
     * corresponding translation
     */
    code = imeth->external->code;
    codelen = imeth->external->code_length;

    jumpPos = 0;
    align = 0;

    /* Scan for unsupported opcodes */
    for (pc = 0; pc < codelen; pc = npc) {
        if (codeinfo[code[pc]].valid == 0) {
            error("Unsupported opcode %d", code[pc]);
        }
    }
}
```

```

    }
    npc = nextPC(pc, code);
}

/* Scan for jump instructions an insert into jump table */
for (pc = 0; pc < codelen; pc = npc) {
    npc = nextPC(pc, code);

    if (codeinfo[code[pc]].valid == 3) {
        insertJump(pc+1, pc, (int16)((code[pc+1] << 8)|code[pc+2]));
    }
    else if (codeinfo[code[pc]].valid == 4) {
        apc = pc & -4;
        low = (code[apc+8] << 24) | (code[apc+9] << 16)
            | (code[apc+10] << 8) | code[apc+11];
        high = (code[apc+12] << 24) | (code[apc+13] << 16)
            | (code[apc+14] << 8) | code[apc+15];
        for (i = 0; i < high-low+1; i++) {
            insertJump(apc+(i*4)+18, pc,
                (int16)((code[apc+(i*4)+18] << 8) | code[apc+(i*4)+19]));
        }
        insertJump(apc+6, pc, (int16)((code[apc+6] << 8) | code[apc+7]));
    }
    else if (codeinfo[code[pc]].valid == 5) {
        apc = pc & -4;
        low = (code[apc+8] << 24) | (code[apc+9] << 16)
            | (code[apc+10] << 8) | code[apc+11];
        for (i = 0; i < low; i++) {
            insertJump(apc+(i*8)+18, pc,
                (int16)((code[apc+(i*8)+18] << 8) | code[apc+(i*8)+19]));
        }
        insertJump(apc+6, pc, (int16)((code[apc+6] << 8) | code[apc+7]));
    }
}

```

```
#ifdef TRANSLATE_BYTECODE
/* Translate specific opcodes to general ones */
for (pc = 0; pc < codelen; pc = npc) {
    /* This is a translation code */
    if (codeinfo[code[pc]].valid == 2) {
        switch (code[pc]) {
            case ILOAD_0:
            case ILOAD_1:
            case ILOAD_2:
            case ILOAD_3:
                insertSpace(code, &codelen, pc, 1);
                align += 1;
                code[pc+1] = code[pc] - ILOAD_0;
                code[pc+0] = ILOAD;
                break;

            case ALOAD_0:
            case ALOAD_1:
            case ALOAD_2:
            case ALOAD_3:
                insertSpace(code, &codelen, pc, 1);
                align += 1;
                code[pc+1] = code[pc] - ALOAD_0;
                code[pc+0] = ALOAD;
                break;

            case ISTORE_0:
            case ISTORE_1:
            case ISTORE_2:
            case ISTORE_3:
                insertSpace(code, &codelen, pc, 1);
                align += 1;
                code[pc+1] = code[pc] - ISTORE_0;
                code[pc+0] = ISTORE;
        }
    }
}
```

```
break;

case ASTORE_0:
case ASTORE_1:
case ASTORE_2:
case ASTORE_3:
    insertSpace(code, &codelen, pc, 1);
    align += 1;
    code[pc+1] = code[pc] - ASTORE_0;
    code[pc+0] = ASTORE;
    break;

case ICONST_M1:
    insertSpace(code, &codelen, pc, 2);
    align += 2;
    code[pc+2] = 255;
    code[pc+1] = 255;
    code[pc+0] = SIPUSH;
    break;

case ICONST_0:
case ICONST_1:
case ICONST_2:
case ICONST_3:
case ICONST_4:
case ICONST_5:
    insertSpace(code, &codelen, pc, 2);
    align += 2;
    code[pc+2] = code[pc] - ICONST_0;
    code[pc+1] = 0;
    code[pc+0] = SIPUSH;
    break;

case LDC1:
    insertSpace(code, &codelen, pc, 1);
```



```
align += 1;  
code[pc+1] = 0;  
code[pc+0] = LDC2;  
break;
```

```
case BIPUSH:
    insertSpace(code, &codelen, pc, 1);
    align += 1;
    if ((int8)code[pc+2] >= 0) {
        code[pc+1] = 0;
    }
    else {
        code[pc+1] = 255;
    }
    code[pc+0] = SIPUSH;
    break;

case INT2SHORT:
    removeSpace(code, &codelen, pc, 1);
    align -= 1;
    npc = pc;
    continue;

}
}
else if (codeinfo[code[pc]].valid == 4 || codeinfo[code[pc]].valid == 5) {
    /* Switches are aligned to 4 byte boundaries. Since we are inserting and
    * removing bytecodes, this may change the alignment of switch instructions.
    * Therefore, we must readjust the padding in switches to compensate.
    */
    opad = (4 - (((pc+1) - align) % 4)) % 4; /* Current switch padding */
    npad = (4 - ((pc+1) % 4)) % 4; /* New switch padding */
    if (npad > opad) {
        insertSpace(code, &codelen, pc+1, npad - opad);
        align += (npad - opad);
    }
    else if (npad < opad) {
        removeSpace(code, &codelen, pc+1, opad - npad);
        align -= (opad - npad);
    }
}
```

```
    }

    npc = nextPC(pc, code);
}
#endif

/* Relink constants */
for (pc = 0; pc < codelen; pc = npc) {
    npc = nextPC(pc, code);
    i = (uint16)((code[pc+1] << 8) + code[pc+2]);

    switch (code[pc]) {
    case LDC2:
        /* 'i' == general index */
        switch (cltem(i).type) {
        case CONSTANT_Integer:
            i = cltem(i).v.tint;
            code[pc] = SIPUSH;
            break;

        case CONSTANT_String:
            i = buildStringIndex(i);
            break;

        default:
            error("Unsupported loading of constant type");
            break;
        }
        break;

    case NEW:
    case INSTANCEOF:
    case CHECKCAST:
        /* 'i' == class index */
```

```
    i = buildClassIndex(i);
    break;

case GETFIELD:
case PUTFIELD:
    /* 'i' == field index */
    /* i = buildFieldSignatureIndex(i); */
    i = buildStaticFieldSignatureIndex(i);
    break;

case GETSTATIC:
case PUTSTATIC:
    /* 'i' == field index */
    i = buildStaticFieldSignatureIndex(i);
    break;

case INVOKEVIRTUAL:
case INVOKENONVIRTUAL:
case INVOKESTATIC:
case INVOKEINTERFACE:
    /* 'i' == method signature index */
    i = buildSignatureIndex(i);
    break;
}

/* Insert application constant reference */
code[pc+1] = (i >> 8) & 0xFF;
code[pc+2] = i & 0xFF;
}

#ifdef MODIFY_BYTECODE
/* Translate codes */
for (pc = 0; pc < codelen; pc = npc) {
    npc = nextPC(pc, code);
}
```

```
    code[pc] = codeinfo[code[pc]].translation;
}
#endif
```

```
/* Relink jumps */
for (i = 0; i < jumpPos; i++) {
    apc = jumpTable[i].at;
    pc = jumpTable[i].from;
    npc = jumpTable[i].to - pc;

    code[apc+0] = (npc >> 8) & 0xFF;
    code[apc+1] = npc & 0xFF;
}

/* Fixup length */
imeth->external->code_length = codelen;
imeth->esize = (SIZEOFMETHOD + codelen + 3) & -4;
}
```

**APPENDIX E****Example Loading And Execution Control Program**

```
public class Bootstrap {

    // Constants used throughout the program
    static final byte BUFFER_LENGTH      = 32;
    static final byte ACK_SIZE           = (byte)1;
    static final byte ACK_CODE           = (byte)0;
    static final byte OS_HEADER_SIZE     = (byte)0x10;
    static final byte GPOS_CREATE_FILE   = (byte)0xE0;

    static final byte ST_INVALID_CLASS   = (byte)0xC0;
    static final byte ST_INVALID_PARAMETER = (byte)0xA0;
    static final byte ST_INS_NOT_SUPPORTED = (byte)0xB0;
    static final byte ST_SUCCESS          = (byte)0x00;

    static final byte ISO_COMMAND_LENGTH = (byte)5;
    static final byte ISO_READ_BINARY    = (byte)0xB0;
    static final byte ISO_UPDATE_BINARY   = (byte)0xD6;
    static final byte ISO_INIT_APPLICATION = (byte)0xF2;
    static final byte ISO_VERIFY_KEY      = (byte)0x2A;
    static final byte ISO_SELECT_FILE     = (byte)0xA4;

    static final byte ISO_CLASS           = (byte)0xC0;
    static final byte ISO_APP_CLASS        = (byte)0xF0;

    public static void main () {

        byte pBuffer[] = new byte[ISO_COMMAND_LENGTH];
        byte dBuffer[] = new byte[BUFFER_LENGTH];
        byte ackByte[] = new byte[ACK_SIZE];
        //short fileId;
        short offset;
```

```
byte bReturnStatus;

// Initialize Communications
_OS.SendATR();

do {
    // Retrieve the command header
    _OS.GetMessage(pbuffer, ISO_COMMAND_LENGTH, ACK_CODE);

    // Verify class of the message - Only ISO + Application
    if ((pbuffer[0] != ISO_APP_CLASS)
        && (pbuffer[0] != ISO_CLASS)) {
        _OS.SendStatus(ST_INVALID_CLASS);
    }
    else {
        // go through the switch
        // Send the acknowledge code

        // Verify if data length too large
        if (pbuffer[4] > BUFFER_LENGTH) {
            bReturnStatus = ST_INVALID_PARAMETER;
        }
        else
        {
            switch (pbuffer[1]) {
            case ISO_SELECT_FILE:
                // we always assume that length is 2
                if (pbuffer[4] != 2) {
                    bReturnStatus = ST_INVALID_PARAMETER;
                }
                else
                {
                    // get the fileId(offset) in the data buffer
                    _OS.GetMessage(dbuffer, (byte)2, pbuffer[1]);
                    // cast dbuffer[0..1] into a short
                }
            }
        }
    }
}
```

```
        offset = (short) ((dbuffer[0] << 8) | (dbuffer[1] & 0x00FF));
        bReturnStatus = _OS.SelectFile(offset);
    }
    break;

case ISO_VERIFY_KEY:
    // Get the Key from the terminal
    _OS.GetMessage(dbuffer, pbuffer[4], pbuffer[1]);

    bReturnStatus = _OS.VerifyKey(pbuffer[3],
                                   dbuffer,
                                   pbuffer[4]);

    break;

case ISO_INIT_APPLICATION:
    // Should send the id of a valid program file
    _OS.GetMessage(dbuffer, (byte)1, pbuffer[1]);
    // compute fileId(offset) from pbuffer[2..3] via casting
    offset = (short) ((pbuffer[2] << 8) | (pbuffer[3] & 0x00FF));
    bReturnStatus = _OS.Execute(offset,
                                   dbuffer[0]);

    break;

case GPOS_CREATE_FILE:
    if (pbuffer[4] != OS_HEADER_SIZE) {
        bReturnStatus = ST_INVALID_PARAMETER;
        break;
    }
    // Receive The data
    _OS.GetMessage(dbuffer, pbuffer[4], pbuffer[1]);
    bReturnStatus = _OS.CreateFile(dbuffer);
    break;

case ISO_UPDATE_BINARY:
    _OS.GetMessage(dbuffer, pbuffer[4], pbuffer[1]);
    // compute offset from pbuffer[2..3] via casting
```



```
offset = (short) ((pbuffer[2] << 8) | (pbuffer[3] & 0x00FF));
// assumes that a file is already selected
bReturnStatus = _OS.WriteBinaryFile (offset,
                                     pbuffer[4],
                                     dbuffer);

break;
case ISO_READ_BINARY:
    // compute offset from pbuffer[2..3] via casting
    offset = (short) ((pbuffer[2] << 8) | (pbuffer[3] & 0x00FF));
    // assumes that a file is already selected
    bReturnStatus = _OS.ReadBinaryFile (offset,
                                       pbuffer[4],
                                       dbuffer);

    // Send the data if successful
    ackByte[0] = pbuffer[1];
    if (bReturnStatus == ST_SUCCESS) {
        _OS.SendMessage(ackByte, ACK_SIZE);
        _OS.SendMessage(dbuffer, pbuffer[4]);
    }
    break;
default:
    bReturnStatus = ST_INS_NOT_SUPPORTED;
}
}
_OS.SendStatus(bReturnStatus);
}
}
while (true);
}
}
```

**APPENDIX F****Methods For Accessing Card Operating System Capabilities In The Preferred Embodiment**

```
public class _OS {

    static native byte    SelectFile    (short file_id);
    static native byte    SelectParent  ();
    static native byte    SelectCD      ();
    static native byte    SelectRoot    ();

    static native byte    CreateFile    (byte file_hdr[]);
    static native byte    DeleteFile    (short file_id);

    // General File Manipulation
    static native byte    ResetFile     ();
    static native byte    ReadByte      (byte offset);
    static native short   ReadWord      (byte offset);

    // Header Manipulation
    static native byte    GetFileInfo    (byte file_hdr[]);

    // Binary File support
    static native byte    ReadBinaryFile (short offset,
                                           byte data_length,
                                           byte buffer[]);
    static native byte    WriteBinaryFile (short offset,
                                           byte data_length,
                                           byte buffer[]);

    // Record File support
    static native byte    SelectRecord   (byte record_nb,
                                           byte mode);
    static native byte    NextRecord     ();
    static native byte    PreviousRecord ();
}
```

```
static native byte    ReadRecord      (byte  record_data[],
                                     byte  record_nb,
                                     byte  offset,
                                     byte  length);
```

```
static native byte    WriteRecord     (byte  buffer[],
                                     byte  record_nb,
                                     byte  offset,
                                     byte  length);
```

// Cyclic File Support

```
static native byte    LastUpdatedRec  ();
```

// Messaging Functions

```
static native byte    GetMessage      (byte  buffer[],
                                     byte  expected_length,
                                     byte  ack_code);
```

```
static native byte    SendMessage     (byte  buffer[],
                                     byte  data_length);
```

```
static native byte    SetSpeed        (byte  speed);
```

// Identity Management

```
static native byte    CheckAccess     (byte  ac_action);
```

```
static native byte    VerifyKey       (byte  key_number,
                                     byte  key_buffer[],
                                     byte  key_length);
```

```
static native byte    VerifyCHV       (byte  CHV_number,
                                     byte  CHV_buffer[],
                                     byte  unblock_flag);
```

```
static native byte    ModifyCHV       (byte  CHV_number,
                                     byte  old_CHV_buffer[],
                                     byte  new_CHV_buffer[],
                                     byte  unblock_flag);
```

```
static native byte    GetFileStatus    ();
static native byte    SetFileStatus    (byte  file_status);

static native byte    GrantSupervisorMode ();
static native byte    RevokeSupervisorMode();

static native byte    SetFileACL       (byte  file_acl[]);
static native byte    GetFileACL       (byte  file_acl[]);

// File context manipulation
static native void    InitFileStatus    ();
static native void    BackupFileStatus  ();
static native void    RestoreFileStatus ();

// Utilities
static native byte    CompareBuffer     (byte  pattern_length,
                                         byte  buffer_1[],
                                         byte  buffer_2[]);

static native short   AvailableMemory   ();
static native void    ResetCard         (byte  mode);
static native byte    SendATR           ();
static native byte    SetDefaultATR     (byte  buffer[],
                                         byte  length);

static native byte    Execute           (short file_id,
                                         byte  flag);

// Global state variable functions
static native byte    GetIdentity       ();
static native byte    GetRecordNb       ();
static native short   GetApplicationId   ();
static native byte    GetRecordLength   ();
static native byte    GetFileType       ();
static native short   GetFileLength     ();
static native void    SendStatus        (byte status);
```

}

## APPENDIX G

### Byte Code Attributes Tables

#### Dividing Java byte codes into type groups

Each bytecode is assigned a 5 bit type associated with it. This is used to group the codes into similarly behaving sets. In general this behaviour reflects how the types of byte codes operate on the stack, but types 0, 13, 14, and 15 reflect specific kinds of instructions as denoted in the comments section.

The table below illustrates the state of the stack before and after each type of instruction is executed.

<u>Type</u>	<u>Before execution</u>	<u>After execution</u>	<u>Comment</u>
0			Illegal instruction
1	stk0==int stk1==int	pop(1)	
2	stk0==int	pop(1)	
3	stk0==int stk1==int	pop(2)	
4			
5	push(1)		
6	stk0==int stk1==int	pop(3)	
7	stk0==int	pop(1)	
8	stk0==ref	pop(1)	
9	stk0==int	pop(1)	
10	push(1)	stk0<-int	
11	push(1)	stk0<-ref	
12	stk0==ref	stk0<-int	
13			DUPS, SWAP instructions
14			INVOKE instructions
15			FIELDS instructions
16		stk0<-ref	

# Using Standard Java Byte Code (without reordering) - Attribute Lookup Table

```
/*
```

```
 * Table of bytecode decode information. This contains a bytecode type
```

```
 * and a bytecode length. We currently support all standard bytecodes
```

```
 * (ie. no quicks) which gives us codes 0 to 201 (202 codes in all).
```

```
*/
```

```
#define T_ 0
```

```
#define T3 1
```

```
#define T6 2
```

```
#define T1 3
```

```
#define T2 4
```

```
#define T7 5
```

```
#define T9 6
```

```
#define T8 7
```

```
#define T12 8
```

```
#define T10 9
```

```
#define T5 10
```

```
#define T11 11
```

```
#define T16 12
```

```
#define T4 13
```

```
#define T13 14
```

```
#define T14 15
```

```
#define T15 16
```

```
#define D(T,L)
```

```
_BUILD_ITYPE_AND_ILENGTH(T, L)
```

```
#define _BUILD_ITYPE_AND_ILENGTH(T,L)
```

```
(_BUILD_ITYPE(T)|_BUILD_ILENGTH(L))
```

```
#define _BUILD_ITYPE(T) ((T) << 3)
```

```
#define _BUILD_ILENGTH(L) (L)
```

```
#define _GET_ITYPE(I) ((I) & 0xF8)
```

```
#define _GET_ILENGTH(I) ((I) & 0x07)
```

```

const uint8 _SCODE_decodeinfo[256] = {
    D( T4 , 1 ),      /* NOP          */
    D( T11 , 1 ),     /* ACONST_NULL */
    D( T10 , 1 ),     /* ICONST_M1   */
    D( T10 , 1 ),     /* ICONST_0    */
    D( T10 , 1 ),     /* ICONST_1    */
    D( T10 , 1 ),     /* ICONST_2    */
    D( T10 , 1 ),     /* ICONST_3    */
    D( T10 , 1 ),     /* ICONST_4    */
    D( T10 , 1 ),     /* ICONST_5    */
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T10 , 2 ),     /* BIPUSH      */
    D( T10 , 3 ),     /* SIPUSH      */
    D( T_ , 2 ),      /* LDC1        */
    D( T11 , 3 ),     /* LDC2        */
    D( T_ , 3 ),
    D( T5 , 2 ),      /* ILOAD       */
    D( T_ , 2 ),
    D( T_ , 2 ),
    D( T_ , 2 ),
    D( T5 , 2 ),      /* ALOAD       */
    D( T5 , 1 ),      /* ILOAD_0     */
    D( T5 , 1 ),      /* ILOAD_1     */
    D( T5 , 1 ),      /* ILOAD_2     */
    D( T5 , 1 ),      /* ILOAD_3     */
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),
    D( T_ , 1 ),

```



```

D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T5 , 1),      /* ALOAD_0 */
D(T5 , 1),      /* ALOAD_1 */
D(T5 , 1),      /* ALOAD_2 */
D(T5 , 1),      /* ALOAD_3 */
D(T_ , 1),      /* IALOAD  */
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),      /* AALOAD  */
D(T7 , 1),      /* BALOAD  */
D(T_ , 1),      /* CALOAD  */
D(T7 , 1),      /* SALOAD  */
D(T2 , 2),      /* ISTORE  */
D(T_ , 2),
D(T_ , 2),
D(T_ , 2),
D(T8 , 2),      /* ASTORE  */
D(T2 , 1),      /* ISTORE_0    */
D(T2 , 1),      /* ISTORE_1    */
D(T2 , 1),      /* ISTORE_2    */
D(T2 , 1),      /* ISTORE_3    */
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),

```

```

D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T8 , 1),      /* ASTORE_0      */
D(T8 , 1),      /* ASTORE_1      */
D(T8 , 1),      /* ASTORE_2      */
D(T8 , 1),      /* ASTORE_3      */
D(T_ , 1),      /* IASTORE */
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),      /* AASTORE      */
D(T6 , 1),      /* BASTORE      */
D(T_ , 1),      /* CASTORE      */
D(T6 , 1),      /* SASTORE      */
D(T2 , 1),      /* POP          */
D(T3 , 1),      /* POP2         */
D(T13 , 1),     /* DUP          */
D(T13 , 1),     /* DUP_X1      */
D(T13 , 1),     /* DUP_X2      */
D(T13 , 1),     /* DUP2        */
D(T13 , 1),     /* DUP2_X1     */
D(T13 , 1),     /* DUP2_X2     */
D(T13 , 1),     /* SWAP        */
D(T1 , 1),      /* IADD        */
D(T_ , 1),
D(T_ , 1),
D(T1 , 1),
D(T_ , 1),      /* ISUB        */
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),

```

D( T1 , 1 ),	/* IMUL	*/
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T1 , 1 ),	/* IDIV	*/
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T1 , 1 ),	/* IREM	*/
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T9 , 1 ),	/* INEG	*/
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T1 , 1 ),	/* ISHL	*/
D( T_ , 1 ),		
D( T1 , 1 ),	/* ISHR	*/
D( T_ , 1 ),		
D( T1 , 1 ),	/* IUSHR	*/
D( T_ , 1 ),		
D( T1 , 1 ),	/* IAND	*/
D( T_ , 1 ),		
D( T1 , 1 ),	/* IOR	*/
D( T_ , 1 ),		
D( T1 , 1 ),	/* IXOR	*/
D( T_ , 1 ),		
D( T4 , 3 ),	/* IINC	*/
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		
D( T_ , 1 ),		

```

D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T9 , 1),      /* INT2BYTE      */
D(T9 , 1),      /* INT2CHAR       */
D(T_ , 1),      /* INT2SHORT      */
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T_ , 1),
D(T2 , 3),      /* IFEQ           */
D(T2 , 3),      /* IFNE           */
D(T2 , 3),      /* IFLT           */
D(T2 , 3),      /* IFGE           */
D(T2 , 3),      /* IFGT           */
D(T2 , 3),      /* IFLT           */
D(T3 , 3),      /* IF_ICMPEQ      */
D(T3 , 3),      /* IF_ICMPNE      */
D(T3 , 3),      /* IF_ICMPLT      */
D(T3 , 3),      /* IF_ICMPGE      */
D(T3 , 3),      /* IF_ICMPGT      */
D(T3 , 3),      /* IF_ICMPLE      */
D(T3 , 3),      /* IF_ACMPEQ      */
D(T3 , 3),      /* IF_ACMPNE      */
D(T4 , 3),      /* GOTO           */
D(T_ , 3),      /* JSR            */
D(T_ , 2),      /* RET            */
D(T2 , 0),      /* TABLESWITCH  */
D(T2 , 0),      /* LOOKUPSWITCH*/
D(T2 , 1),      /* IRETURN       */
D(T_ , 1),

```

```

D( T_ , 1 ),
D( T_ , 1 ),
D( T8 , 1 ),      /* ARETURN      */
D( T4 , 1 ),      /* RETURN      */
D( T15 , 3 ),     /* GETSTATIC   */
D( T15 , 3 ),     /* PUTSTATIC   */
D( T15 , 3 ),     /* GETFIELD    */
D( T15 , 3 ),     /* PUTFIELD    */
D( T14 , 3 ),     /* INVOKEVIRTUAL */
D( T14 , 3 ),     /* INVOKESPECIAL */
D( T14 , 3 ),     /* INVOKESTATIC */
D( T14 , 5 ),     /* INVOKEINTERFACE */
D( T_ , 1 ),
D( T11 , 3 ),     /* NEW          */
D( T16 , 2 ),     /* NEWARRAY     */
D( T_ , 3 ),
D( T12 , 1 ),     /* ARRAYLENGTH */
D( T8 , 1 ),      /* ATHROW      */
D( T16 , 3 ),     /* CHECKCAST   */
D( T12 , 3 ),     /* INSTANCEOF  */
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 4 ),
D( T8 , 3 ),      /* IFNULL      */
D( T8 , 3 ),      /* IFNONNULL   */
D( T_ , 5 ),
D( T_ , 5 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),
D( T_ , 1 ),

```

[illegible]

D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
D(T\_ , 1),  
};





```
        pop(1);
    }
    pop(1);
}
else if (itype <= ITYPE10) {
    set_stack_int(0);
}
else if (itype >= ITYPE11 && itype <= ITYPE16) {
    set_stack_ref(0);
}
```

## APPENDIX I

### Checks Done On Renumbered Java Byte Codes

Get the instruction. The numeric value of the instruction implicitly contains the instruction type:

```
insn = getpc(-1);
```

Implement some pre-execution checks based on this:

```
/*
 * Check input stack state. By renumbering the byte codes we can
 * perform the necessary security checks by testing if the value of the
 * byte code (and hence the byte code) belongs to the correct group
 */
if (insn <= TYPE9_END) {
    if (insn <= TYPE1_END) {
        check_stack_int(1);
    }
    check_stack_int(0);
}
else if (insn <= TYPE12_END) {
    check_stack_ref(0);
}
else if (insn <= TYPE11_END) {
    push(1)
}
}
```

Finally, implement some post execution checks:

```
/*
```

```
* Set output stack state.  
*/  
if (insn <= TYPE8_END) {  
    if (insn <= TYPE6_END) {  
        if (insn >= TYPE6_START) {  
            pop(1);  
        }  
        pop(1);  
    }  
    pop(1);  
}  
else if (insn <= TYPE10_END) {  
    set_stack_int(0);  
}  
else if (insn >= TYPE11_START && insn <= TYPE16_END) {  
    set_stack_ref(0);  
}
```



```
#define s_IOR      22
#define s_IXOR     23
```

```
#define TYPE1_END  23
```

```
/* TYPE 2 */
```

```
#define s_ISTORE    24
#define s_POP      25
#define s_IFEQ     26
#define s_IFNE     27
#define s_IFLT     28
#define s_IFGE     29
#define s_IFGT     30
#define s_IFLE     31
#define s_TABLESWITCH 32
#define s_LOOKUPSWITCH 33
#define s_IRETURN   34
```

```
/* TYPE 7 */
```

```
#define s_SALOAD    35
#define s_AALOAD    36
#define s_BALOAD    37
```

```
/* TYPE 9 */
```

```
#define s_INEG      39
#define s_INT2BYTE  40
#define s_INT2CHAR  41
```

```
#define TYPE9_END   41
```

```
/* TYPE 8 */
```

```
#define s_ASTORE      42
#define s_ARETURN     43
#define s_ATHROW      44
#define s_IFNULL      45
#define s_IFNONNULL   46

#define TYPE8_END     46

/* TYPE 12 */

#define s_ARRAYLENGTH  47
#define s_INSTANCEOF   48

#define TYPE12_END     48

/* TYPE 10 */

#define s_SIPUSH       49

#define TYPE10_END     49

/* TYPE 5 */

#define s_ILOAD        50
#define s_ALOAD        51

/* TYPE 11 */

#define TYPE11_START   52

#define s_ACONST_NULL  52
#define s_LDC2         53
#define s_JSR          54
#define s_NEW          55
```

```
#define TYPE11_END    55
```

```
/* TYPE 16 */
```

```
#define s_NEWARRAY    56
```

```
#define s_CHECKCAST   57
```

```
#define TYPE16_END    57
```

```
/* TYPE 13 */
```

```
#define s_DUP          58
```

```
#define s_DUP_X1        59
```

```
#define s_DUP_X2        60
```

```
#define s_DUP2          61
```

```
#define s_DUP2_X1       62
```

```
#define s_DUP2_X2       63
```

```
#define s_SWAP          64
```

```
/* TYPE 14 */
```

```
#define s_INVOKEVIRTUAL 65 /* 01000001 */
```

```
#define s_INVOKENONVIRTUAL 66 /* 01000010 */
```

```
#define s_INVOKESTATIC  67 /* 01000011 */
```

```
#define s_INVOKEINTERFACE 68 /* 01000100 */
```

```
/* TYPE 15 */
```

```
#define s_GETSTATIC      69
```

```
#define s_PUTSTATIC      70
```

```
#define s_GETFIELD       71
```

```
#define s_PUTFIELD       72
```

```
/* TYPE 4 */
```

```
#define s_NOP      73
#define s_IINC     74
#define s_GOTO     75
#define s_RET      76
#define s_RETURN   77
```



What is claimed is:

1. An integrated circuit card for use with a terminal, comprising:
  - a communicator configured to communicate with  
5 the terminal;
  - a memory storing:
    - an application having a high level programming language format, and
    - an interpreter; and
  - 10 a processor coupled to the memory, the processor configured to use the interpreter to interpret the application for execution and to use the communicator to communicate with the terminal.
2. The integrated circuit card of claim 1,  
15 wherein the high level programming language format comprises a class file format.
3. The integrated circuit card of claim 1 wherein the processor comprises a microcontroller.
4. The integrated circuit card of claim 1  
20 wherein at least a portion of the memory is located in the processor.
5. The integrated circuit card of claim 1 wherein the high level programming language format comprises a Java programming language format.

6. The integrated circuit card of claim 1,  
wherein

the application has been processed from a  
second application having a string of characters, and  
5 the string of characters is represented in  
the first application by an identifier.

7. The integrated circuit card of claim 6,  
wherein the identifier comprises an integer.

8. The integrated circuit card of claim 1  
10 wherein the processor is further configured to:  
receive a request from a requester to access  
an element of the card;  
after receipt of the request, interact with  
the requester to authenticate an identity of the  
15 requester; and  
based on the identity, selectively grant  
access to the element.

9. The integrated circuit card of claim 8,  
wherein the requester comprises the processor.

20 10. The integrated circuit card of claim 8,  
wherein the requester comprises the terminal.

11. The integrated circuit card of claim 8,  
wherein  
the element comprises the application stored  
25 in the memory, and  
once access is allowed, the requester is  
configured to use the application.

12. The integrated circuit card of claim 8,  
wherein

the element comprises another application stored in the memory.

13. The integrated circuit card of claim 8, wherein the element includes data stored in the memory.

5 14. The integrated circuit card of claim 8 wherein the element comprises the communicator.

15 15. The integrated circuit card of claim 8, wherein the memory also stores an access control list for the element, the access control list furnishing an  
10 indication of types of access to be granted to the identity, the processor further configured to:  
based on the access control list,  
selectively grant specific types of access to the requester.

15 16. The integrated circuit card of claim 15 wherein the types of access include reading data.

17. The integrated circuit card of claim 15 wherein the types of access include writing data.

20 18. The integrated circuit card of claim 15 wherein the types of access include appending data.

19. The integrated circuit card of claim 15 wherein the types of access include creating data.

20. The integrated circuit card of claim 15 wherein the types of access include deleting data.

25 21. The integrated circuit card of claim 15 wherein the types of access include executing an application.



26. The integrated circuit card of claim 25,  
wherein the communicator and the terminal communicate via  
communication channels, the processor further configured  
to assign one of the communication channels to the  
5 identity when the processor allows the communication  
between the terminal and the integrated circuit card.

27. The integrated circuit card of claim 26,  
wherein the processor is further configured to:  
assign a session key to said one of the  
10 communication channels, and  
use the session key when the processor and the  
terminal communicate via said one of the communication  
channels.

28. The integrated circuit card of claim 1,  
15 wherein the terminal has a card reader and the  
communicator comprises a contact for communicating with  
the card reader.

29. The integrated circuit card of claim 1,  
wherein the terminal has a wireless communication device  
20 and the communicator a wireless transceiver for  
communicating with the wireless communication device.

30. The integrated circuit card of claim 1,  
wherein the terminal has a wireless communication device  
and the communicator comprises a wireless transmitter for  
25 communicating with the wireless communication device.



38. The method of claim 31, further comprising:  
receiving a request from a requester to  
access an element of the card;

after receipt of the request, interacting  
5 with the requester to authenticate an identity of the  
requester; and

based on the identity, selectively granting  
access to the element.

39. The method of claim 38, wherein the requester  
10 comprises the processor.

40. The method of claim 38, wherein the requester  
comprises the terminal.

41. The method of claim 38, wherein the element  
comprises the application stored in the memory, further  
15 comprising:  
once access is allowed, using the application  
with the requester.

42. The method of claim 38, wherein the element  
comprises another application stored in the memory.

20 43. The method of claim 38, wherein the element  
includes data stored in the memory.

44. The method of claim 38, wherein the element  
comprises the communicator.

45. The method of claim 38, wherein the memory also stores an access control list for the element, the access control list furnishing an indication of types of access to be granted to the identity, further comprising:

5       based on the access control list, using the processor to selectively grant specific types of access to the requester.

46. The method of claim 45, wherein the types of access include reading data.

10       47. The method of claim 45, wherein the types of access include writing data.

48. The method of claim 45, wherein the types of access include appending data.

15       49. The method of claim 45, wherein the types of access include creating data.

50. The method of claim 45, wherein the types of access include deleting data.

51. The method of claim 45, wherein the types of access including executing an application.



52. The method of claim 31, wherein the application is one of a plurality of applications stored in the memory, further comprising:

receiving a request from a requester to access one  
5 of the applications stored in the memory;

upon receipt of the request, determining whether said one of the plurality of applications complies with a predetermined set of rules; and

based on the determining, selectively  
10 granting access to the said one of the plurality of applications.

53. The method of claim 52, wherein the predetermined rules provide a guide for determining whether said one of the plurality of applications  
15 accesses a predetermined region of the memory.

54. The method of claim 52, further comprising:  
authenticating an identity of the requester; and  
based on the identity, granting access to said  
one of the plurality of applications.

20 55. The method of claim 31, further comprising:  
communicating with the terminal to  
authenticate an identity;  
determining if the identity has been  
authenticated; and  
25 based on the determining, selectively  
allowing communication between the terminal and the  
integrated circuit card.

56. The method of claim 55, further comprising:  
communicating between the terminal and the  
processor via communication channels; and  
assigning one of the communication channels  
5 to the identity when the allowing allows communication  
between the card reader and the integrated circuit card.

57. The method of claim 56, further comprising:  
assigning a session key to said one of the  
communication channels; and  
10 using the session key when the processor and  
the terminal communicate via said one of the  
communication channels.

58. A smart card comprising:  
a memory storing a Java interpreter; and  
a processor configured to use the interpreter  
to interpret a Java application for execution.

5           59. A microcontroller comprising:  
a semiconductor substrate;  
a memory located in the substrate;  
a programming language interpreter stored in  
the memory and configured to implement security checks;  
10 and  
a central processing unit located in the  
substrate and coupled to the memory.

60. The microcontroller of claim 59, wherein the  
interpreter comprises a Java byte code interpreter.

15           61. The microcontroller of claim 59, wherein the  
security checks comprise establishing firewalls.

62. The microcontroller of claim 59, wherein the  
security checks comprise enforcing a sandbox security  
model.

20           63. A smart card comprising:  
a memory;  
a programming language interpreter stored in  
the memory and configured to implement security checks;  
and  
25 a central processing unit coupled to the  
memory.

64. The smart card of claim 63, wherein the  
interpreter comprises a Java byte code interpreter.

65. The smart card of claim 63, wherein the security checks comprise establishing firewalls.

66. The smart card of claim 63, wherein the security checks comprise enforcing a sandbox security  
5 model.

67. An integrated circuit card for use with a terminal, comprising:

a communicator;  
a memory storing an interpreter and first  
10 instructions of a first application, the first instructions having been converted from second instructions of a second application; and  
a processor coupled to the memory and configured to use the interpreter to execute the first  
15 instructions and to communicate with the terminal via the communicator.

68. The integrated circuit card of claim 67, wherein the first application has a class file format.

69. The integrated circuit card of claim 67,  
20 wherein the second application has a class file format.

70. The integrated circuit card of claim 67, wherein the first instructions comprise byte codes.

71. The integrated circuit card of claim 67, wherein the second instructions comprise byte codes.

25 72. The integrated circuit card of claim 67, wherein the first instructions comprise Java byte codes.

73. The integrated circuit card of claim 67,  
wherein the second instructions comprise Java byte codes.

74. The integrated circuit card of claim 67,  
wherein the first instructions comprise generalized  
5 versions of the second instructions.

75. The integrated circuit card of claim 67,  
wherein the first instructions comprise renumbered  
versions of the second instructions.

76. The integrated circuit card of claim 67,  
10 wherein  
the second instructions include constant  
references, and  
the first instructions include constants that  
replace the constant references of the second  
15 instructions.

77. The integrated circuit card of claim 67,  
wherein  
the second instructions include references, the  
references shifting location during the conversion of the  
20 second instructions to the first instructions, and  
the first instructions are relinked to the  
references after the shifting.

78. The integrated circuit card of claim 67,  
wherein  
25 the first instructions comprise byte codes for a  
first type of virtual machine, and  
the second instructions comprise byte codes for a  
second type of virtual machine, the first type being  
different from the second type.

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79. A method for use with an integrated circuit card, comprising:

converting second instructions of a second application to first instructions of a first application;

5 storing the first instructions in a memory of the integrated circuit card; and

using an interpreter of the integrated circuit card to execute the first instructions.

80. The method of claim 79, wherein the first  
10 application has a class file format.

81. The method of claim 79, wherein the second application has a class file format.

82. The method of claim 79, wherein the first instructions comprise byte codes.

15 83. The method of claim 79, wherein the second instructions comprise byte codes.

84. The method of claim 79, wherein the first instructions comprise Java byte codes.

85. The method of claim 79, wherein the second  
20 instructions comprise Java byte codes.

86. The method of claim 79, wherein the first instructions are generalized versions of the second instructions.

87. The method of claim 79, wherein the  
25 converting includes renumbering the second instructions to form first instructions.

88. The method of claim 79, wherein the second instructions include constant references, and

the converting includes replacing the constant references of the second instructions with constants.

5 89. The method of claim 79, wherein the second instructions include references and the converting includes shifting location of the references, further comprising:

relinking the first instructions to the references  
10 after the converting.

90. The method of claim 79, wherein the first instructions comprise byte codes for a first type of virtual machine, and

the second instructions comprise byte codes for a  
15 second type of virtual machine, the first type being different from the second type.

91. An integrated circuit for use with a terminal, comprising:

a communicator configured to communicate with the terminal;

5 a memory storing a first application that has been processed from a second application having a string of characters, the string of characters being represented in the first application by an identifier; and

a processor coupled to the memory, the  
10 processor configured to use the interpreter to interpret the first application for execution and to use the communicator to communicate with the terminal.

92. The integrated circuit card of claim 91, wherein the identifier comprises an integer.

15 93. A method for use with an integrated circuit card and a terminal comprising:

processing a second application to create a first application, the second application having a string of characters;

20 representing the string of characters of the first application by an identifier in the second application;

storing an interpreter and the first application in a memory of the integrated circuit card; and

using a processor of the integrated circuit card  
25 to use an interpreter to interpret the first application for execution.

94. The method of claim 93, wherein the identifier includes an integer.







105. An integrated circuit card for use with a terminal, comprising:

a communicator configured to communicate with the terminal;

5 a memory storing:

applications, each application having a high level programming language format, and

an interpreter; and

10 a processor coupled to the memory, the processor configured to:

a.) use the interpreter to interpret the applications for execution,

b.) use the interpreter to create a firewall to isolate the applications from each other, and

15 c.) use the communicator to communicate with the terminal.



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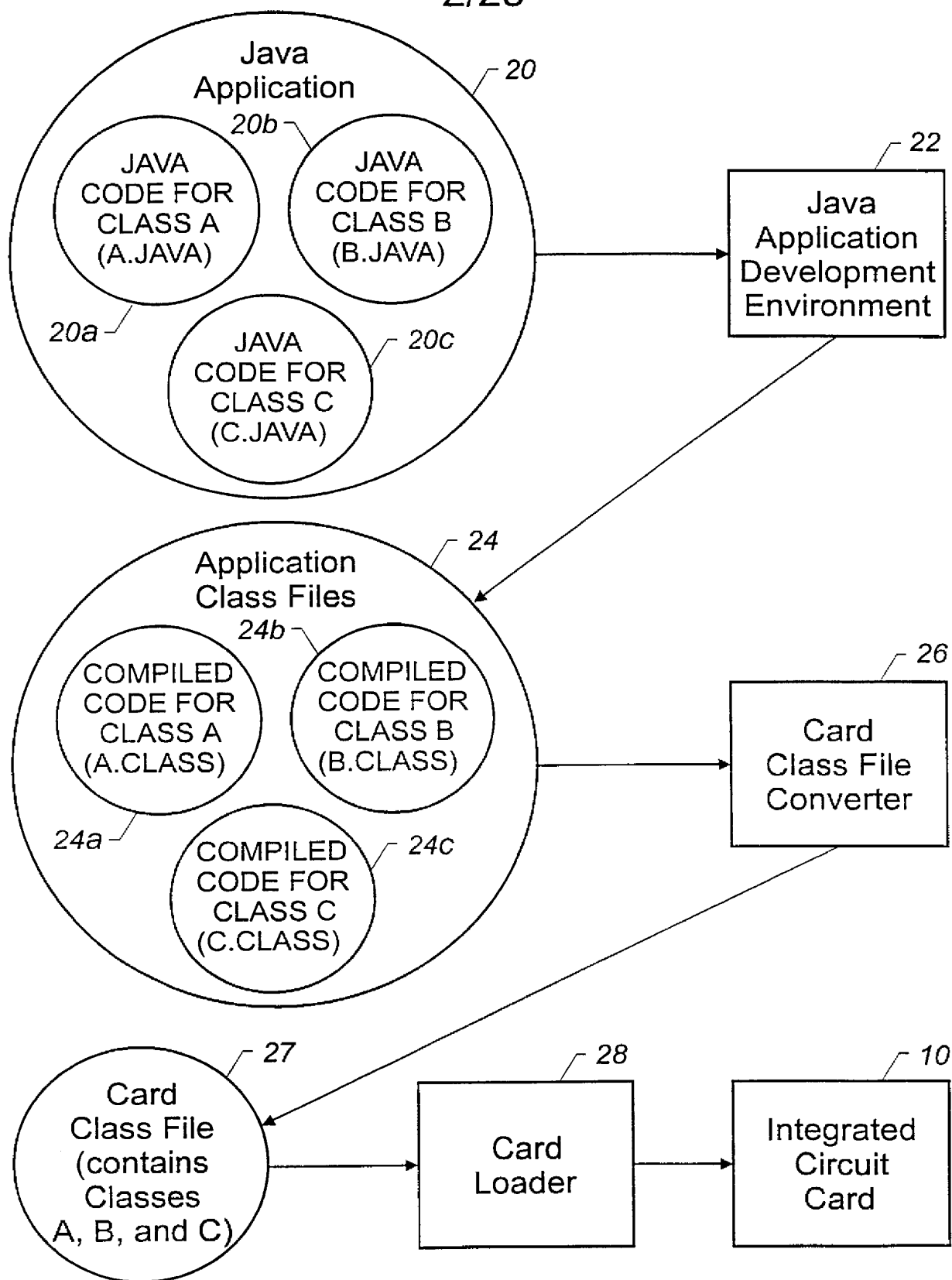
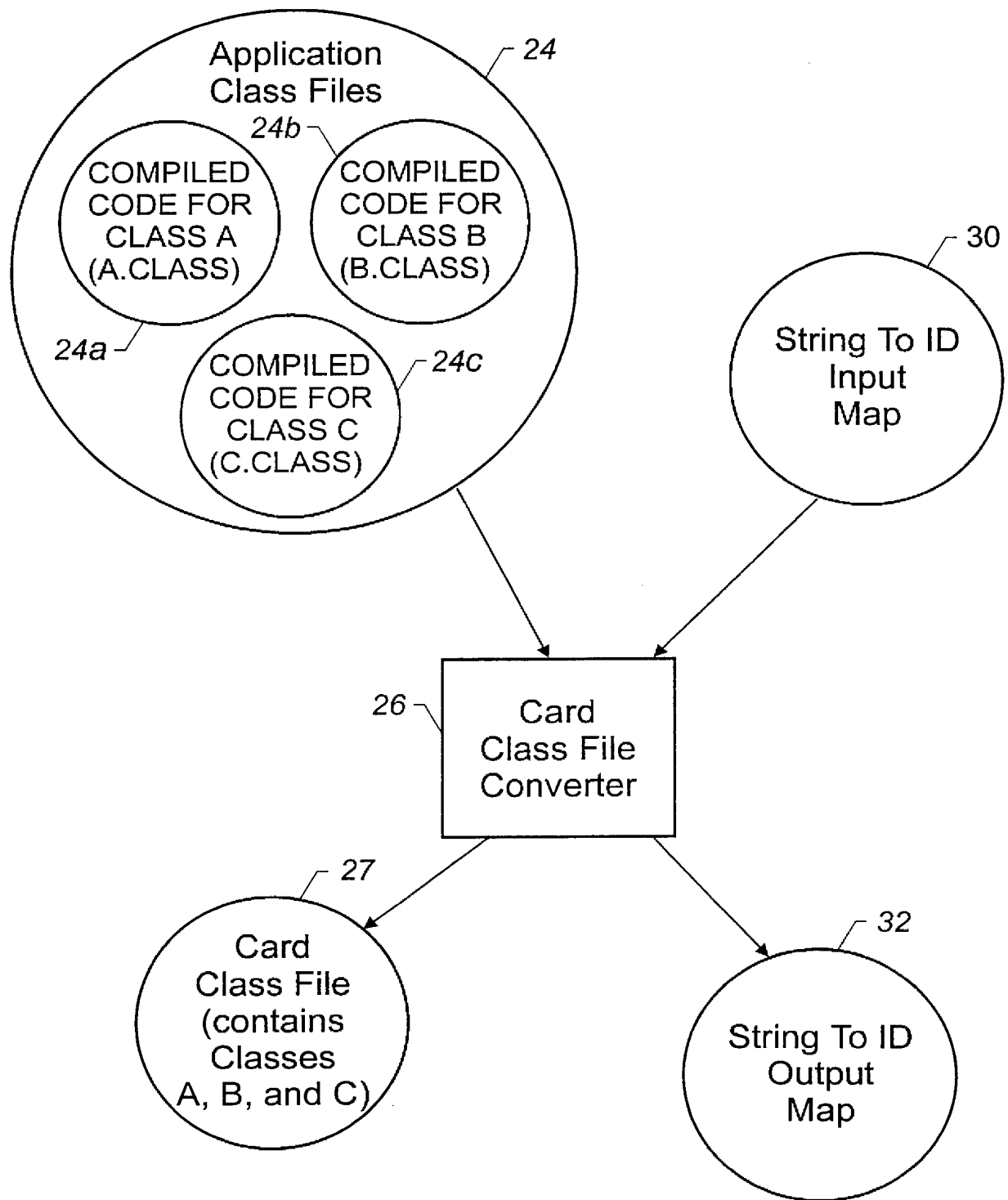


FIGURE 2

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**FIGURE 3**

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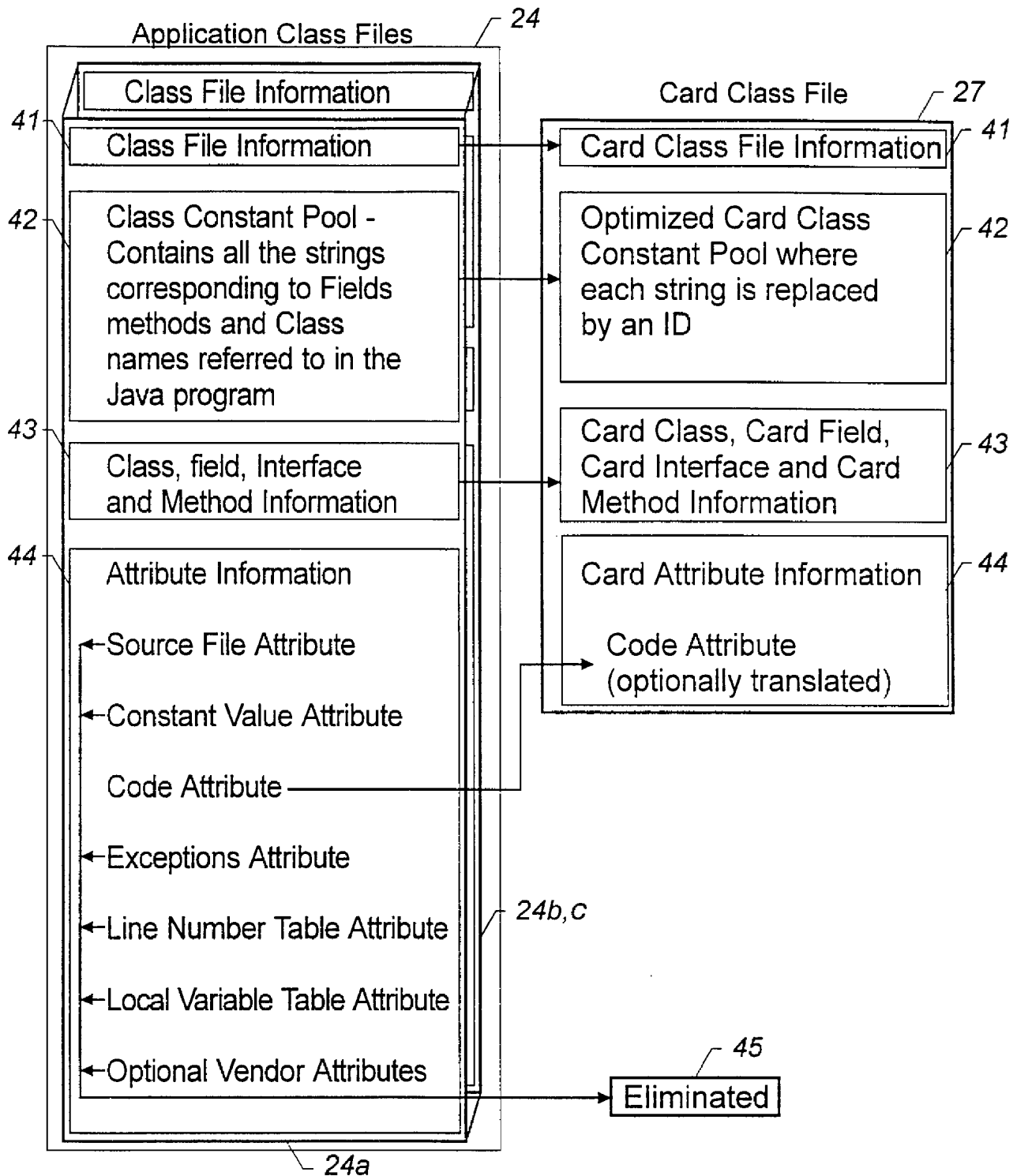


FIGURE 4

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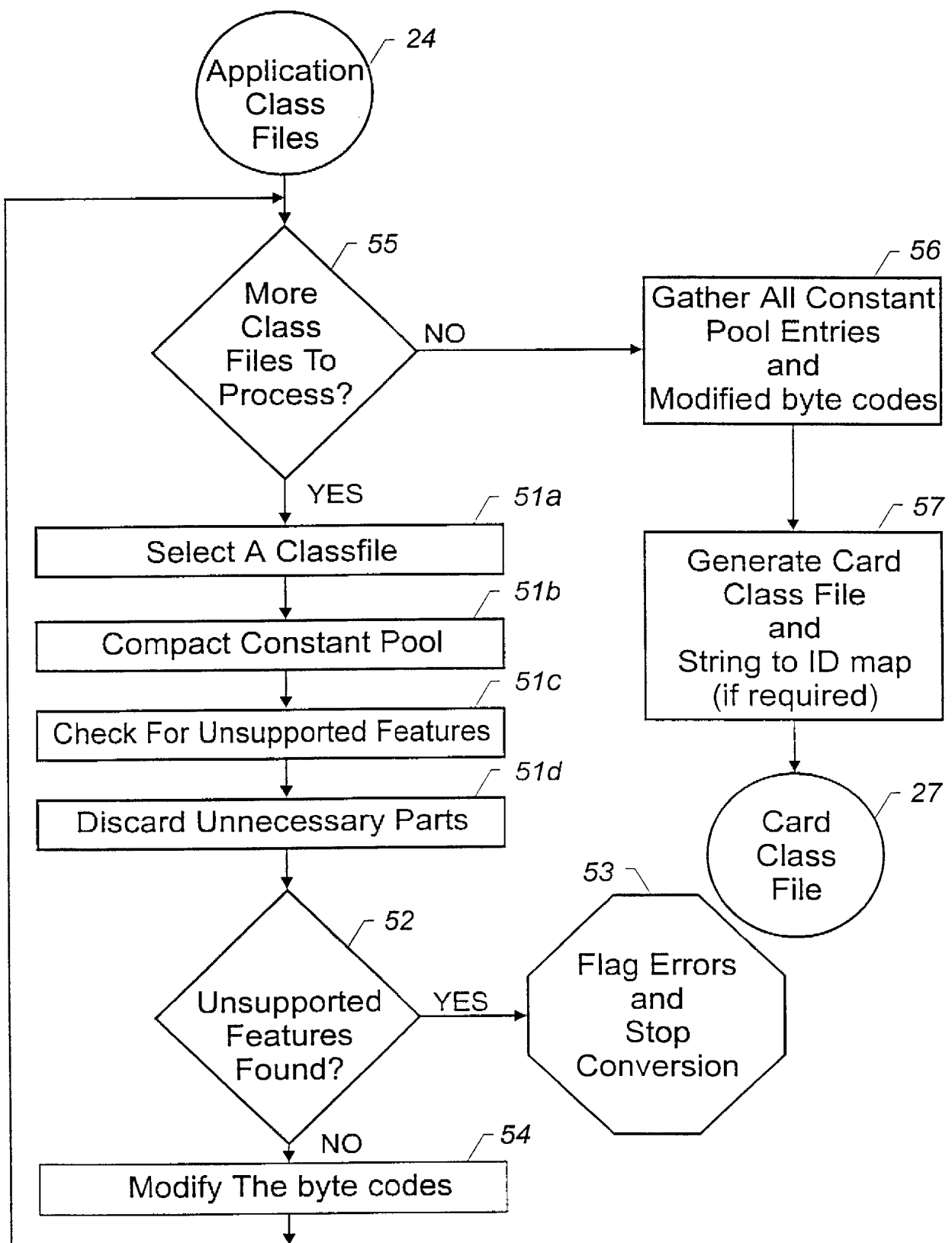
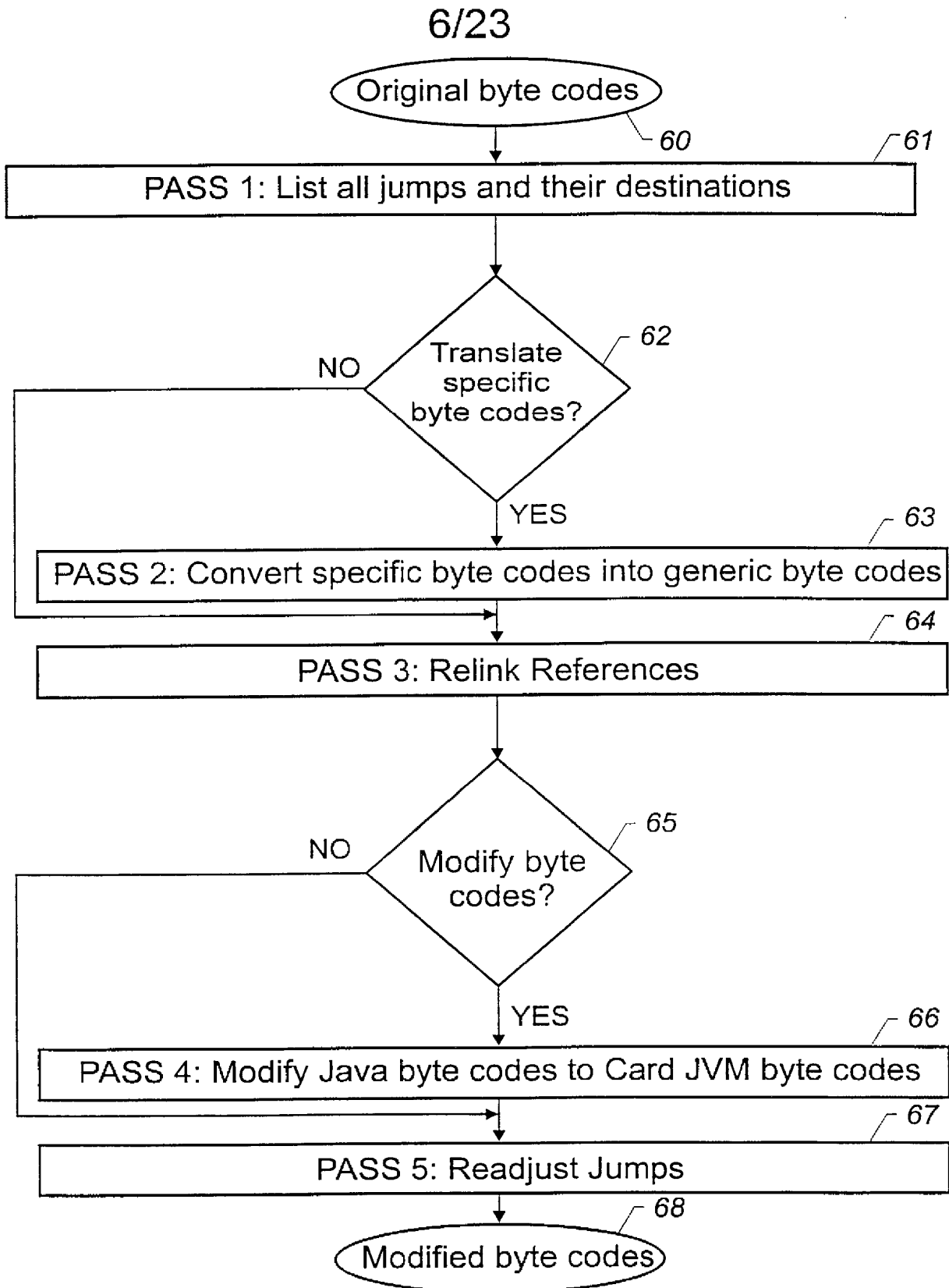


FIGURE 5



**FIGURE 6**

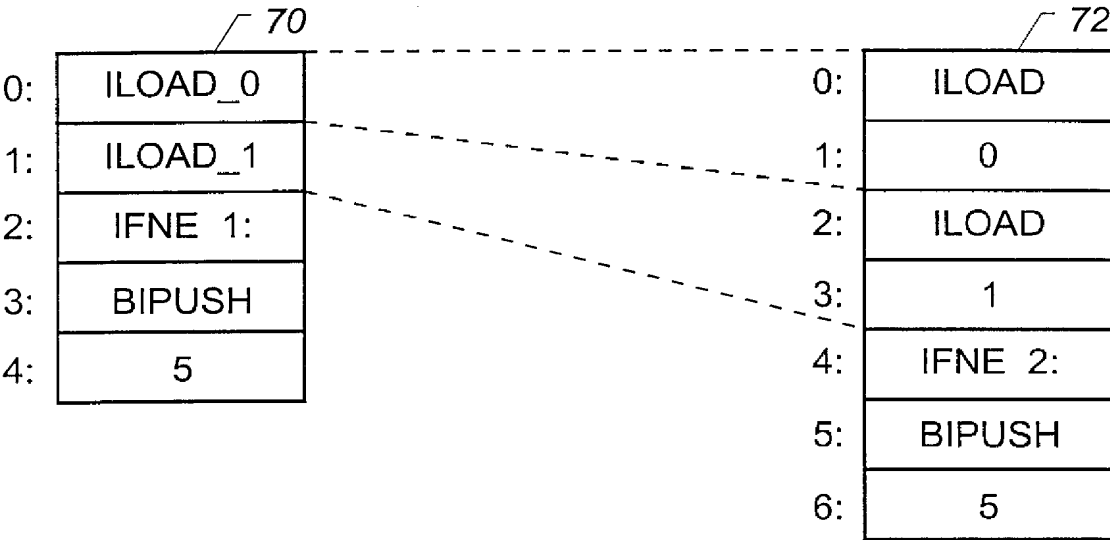


FIGURE 7

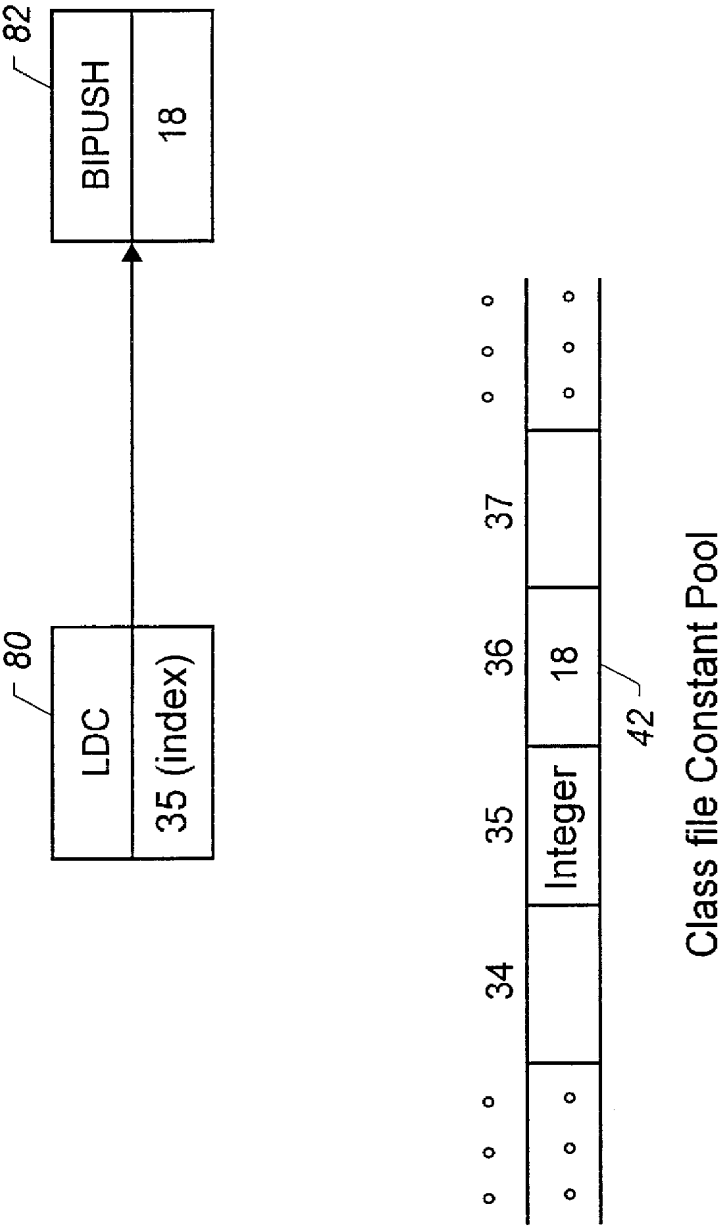


FIGURE 8



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100

0:	ALOAD 43
1:	0
2:	ILOAD 21
3:	1
4:	IFNE 154 2:
5:	BIPUSH 16
6:	5

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0:	ALOAD 51
1:	0
2:	ILOAD 50
3:	1
4:	IFNE 27 2:
5:	BIPUSH 49
6:	5

FIGURE 10

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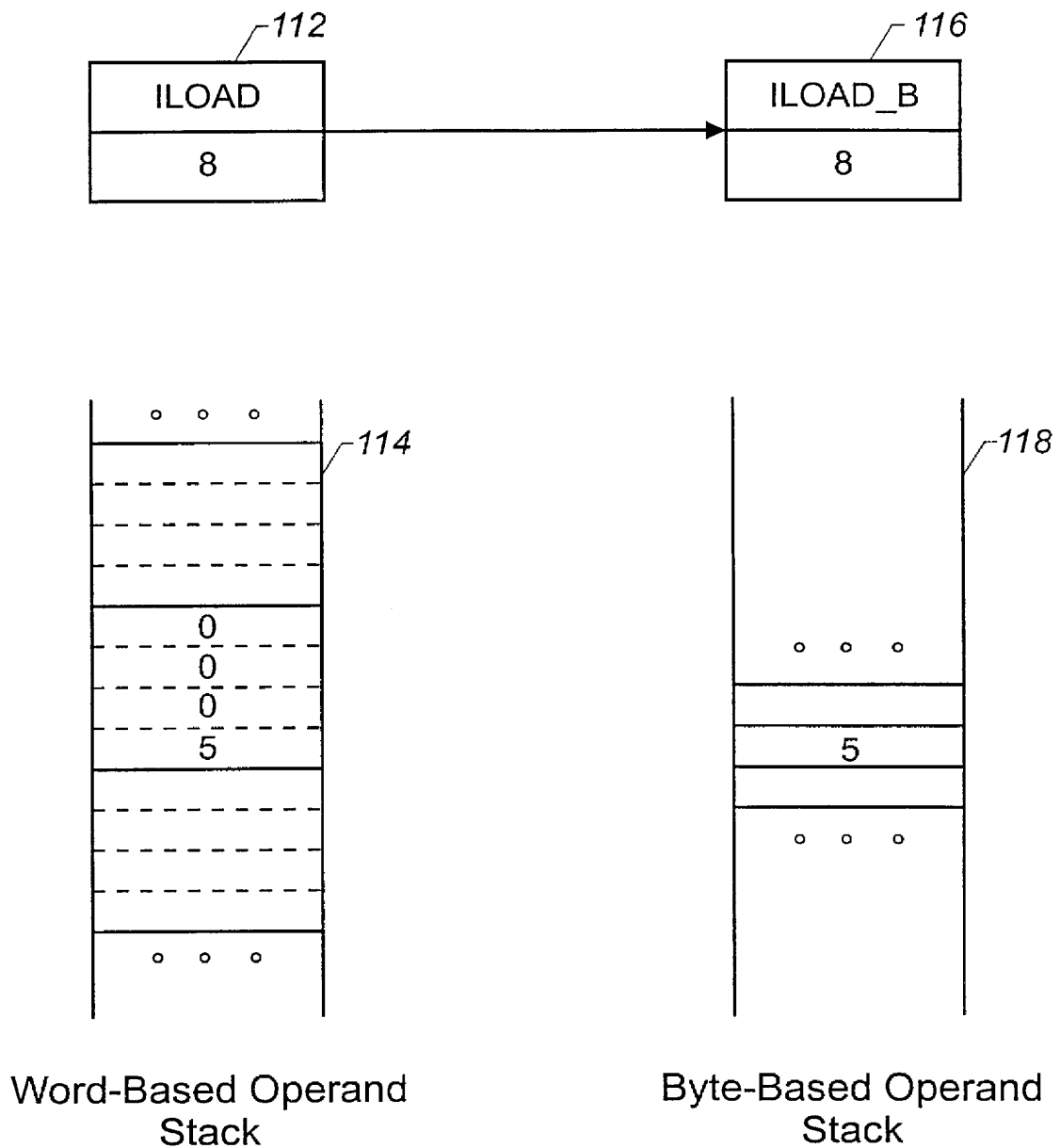


FIGURE 11

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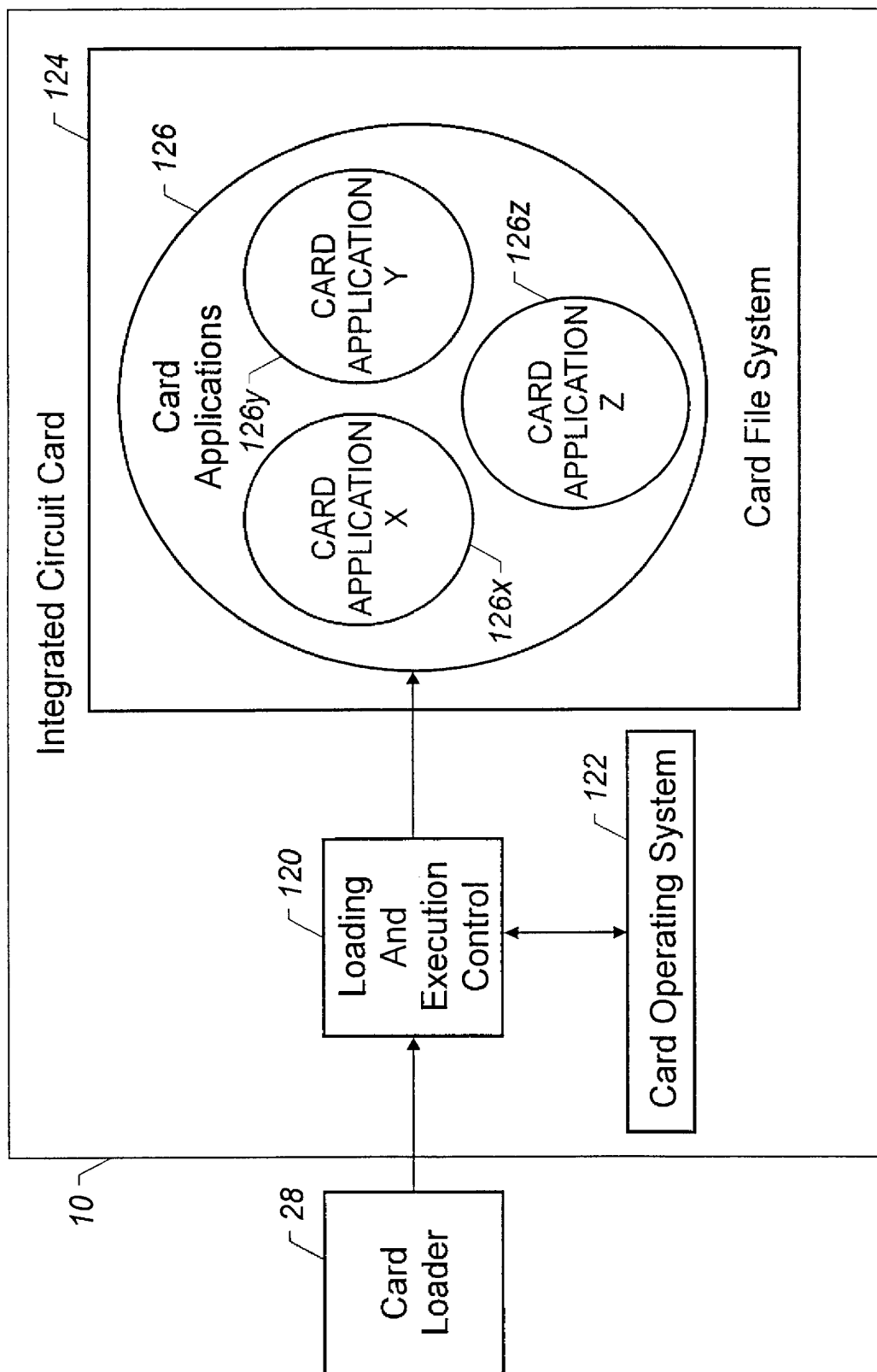


FIGURE 12

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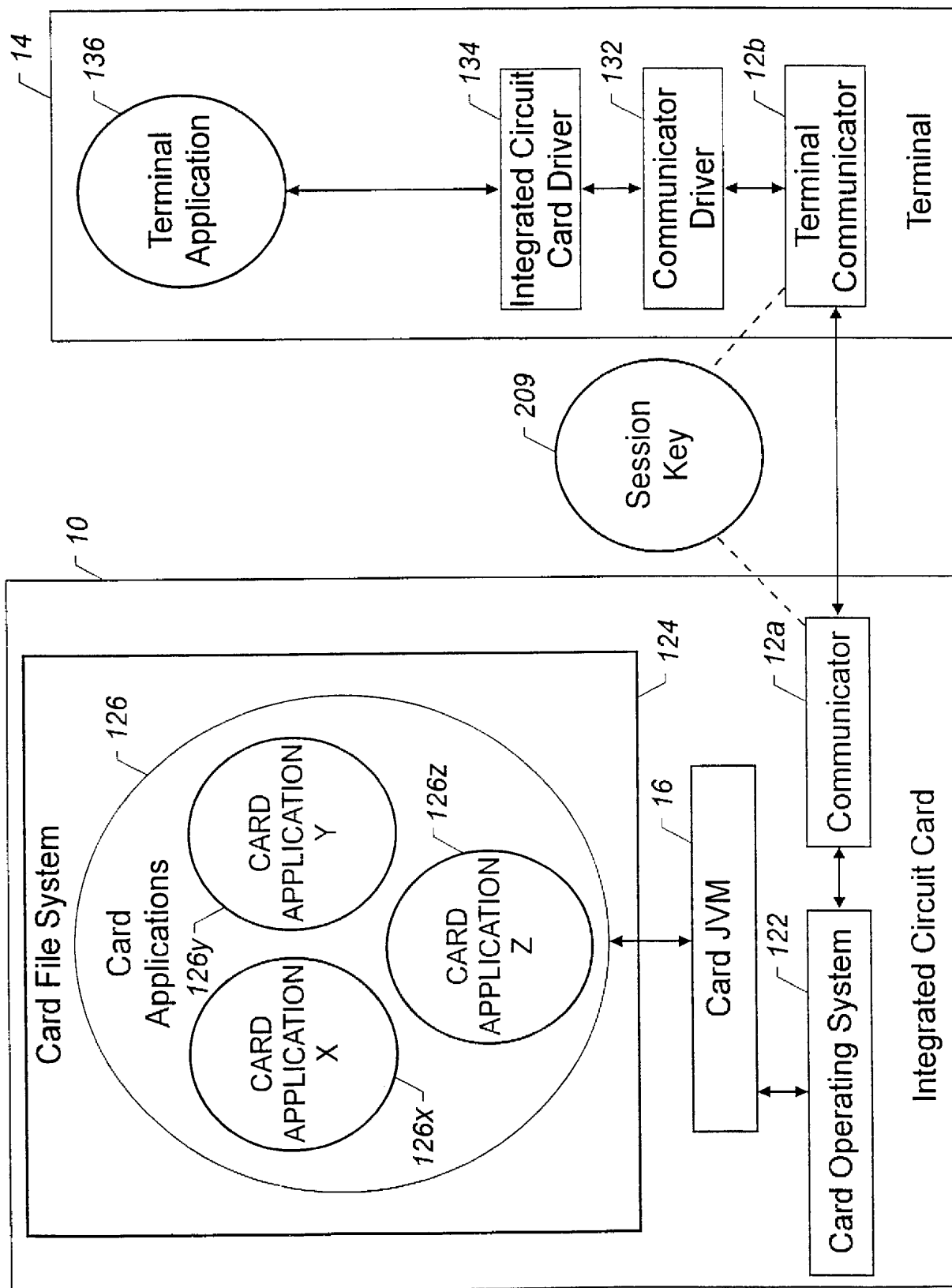


FIGURE 13



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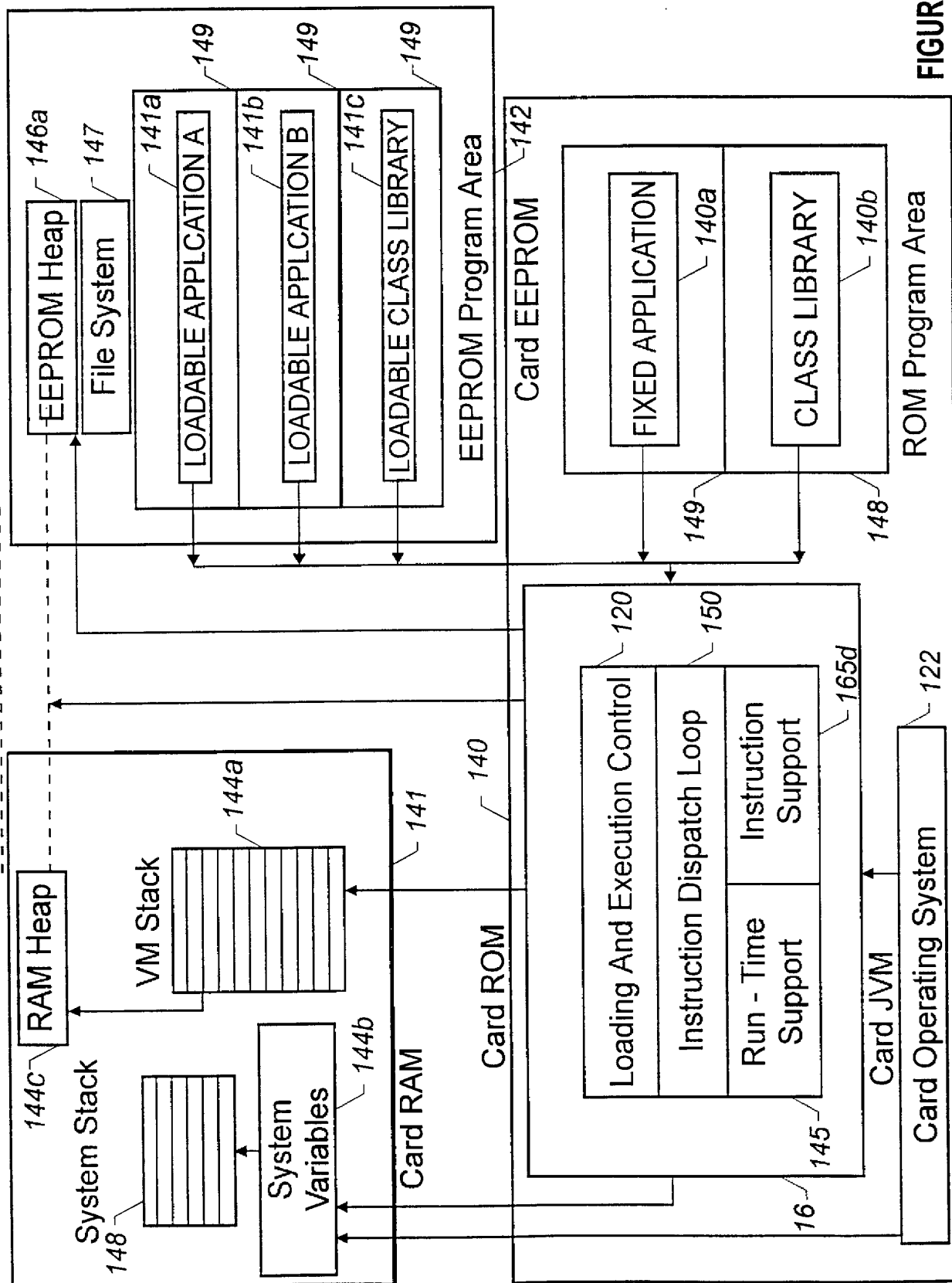
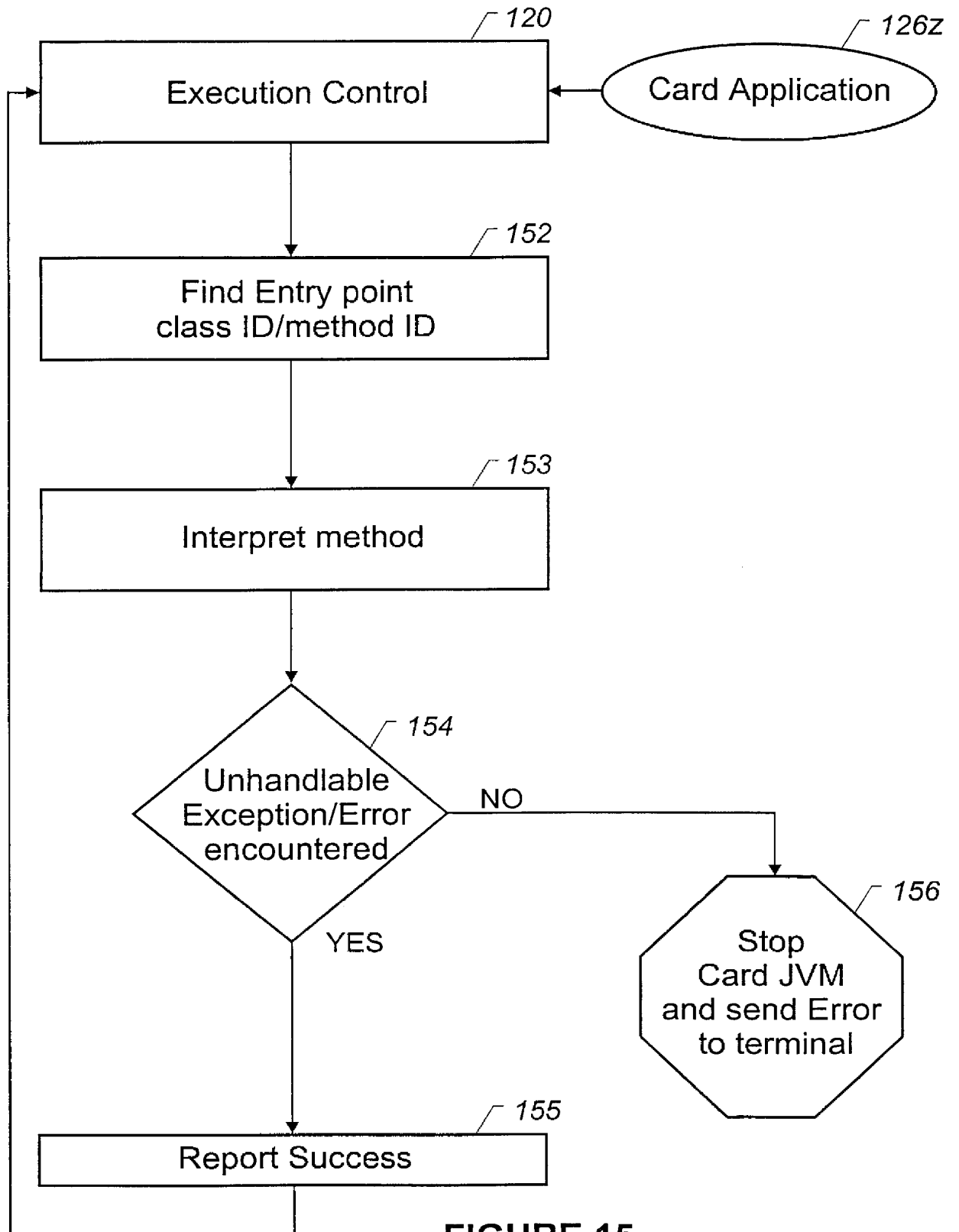
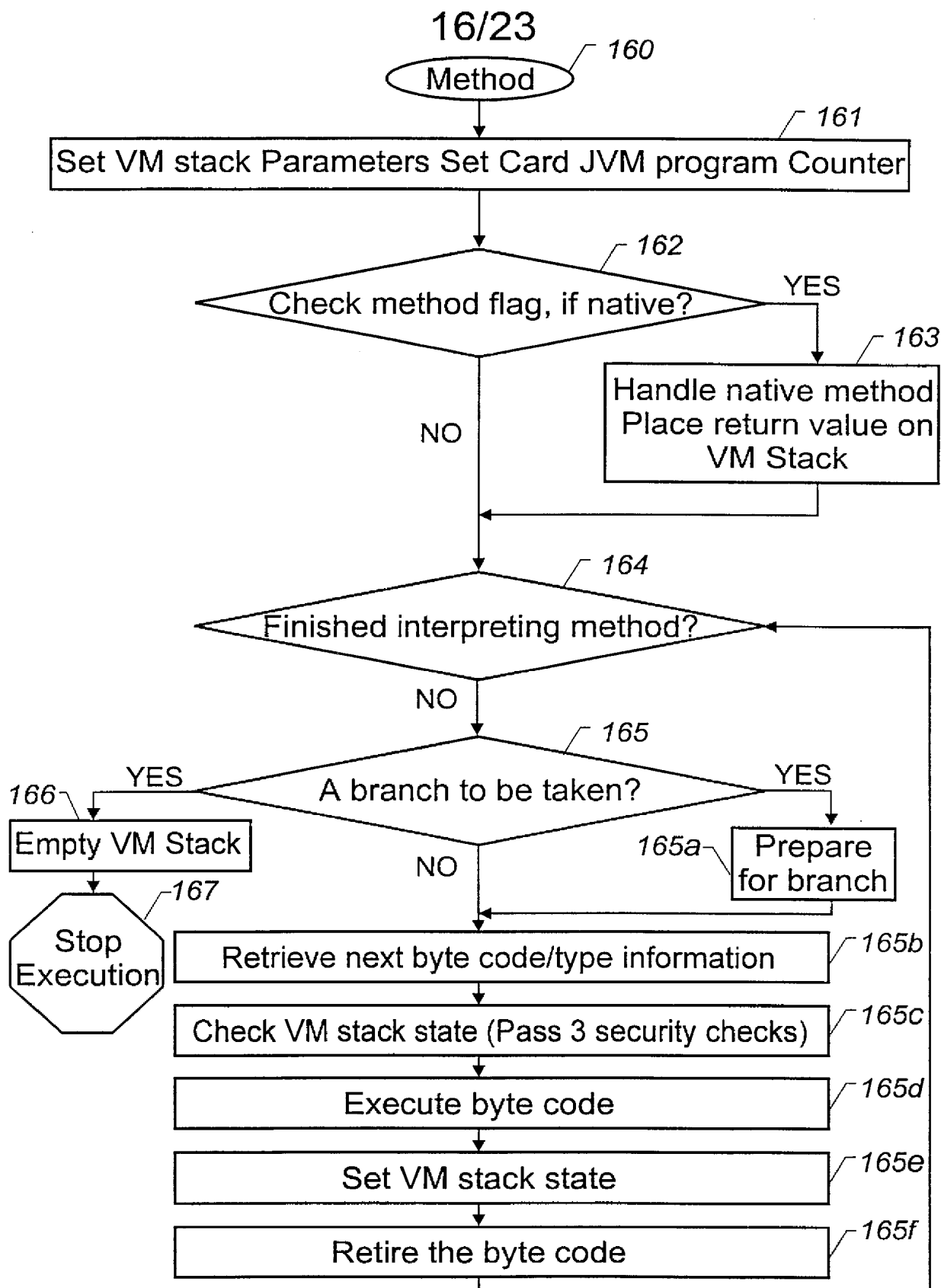


FIGURE 14

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**FIGURE 15**

**FIGURE 16**



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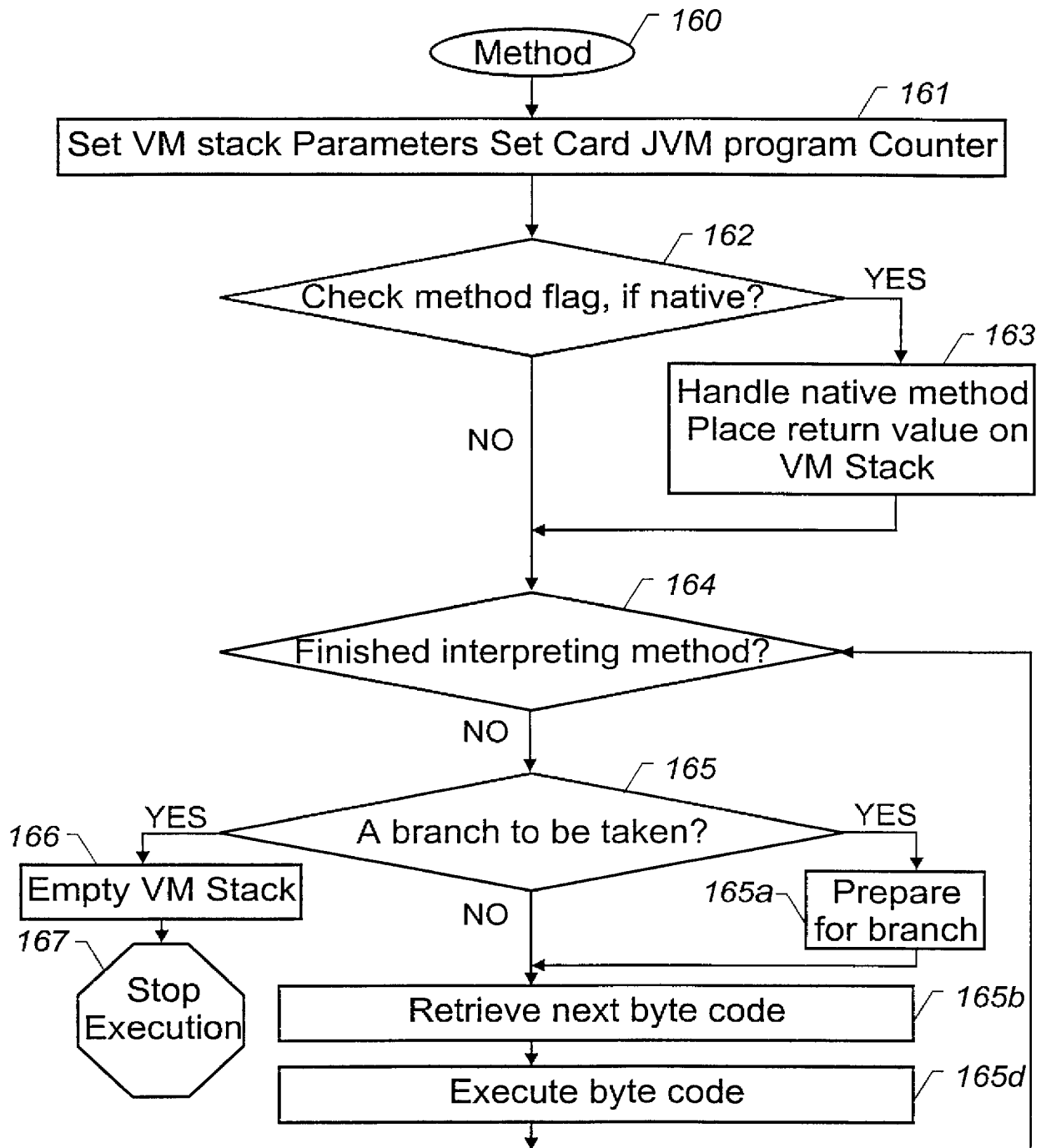


FIGURE 18

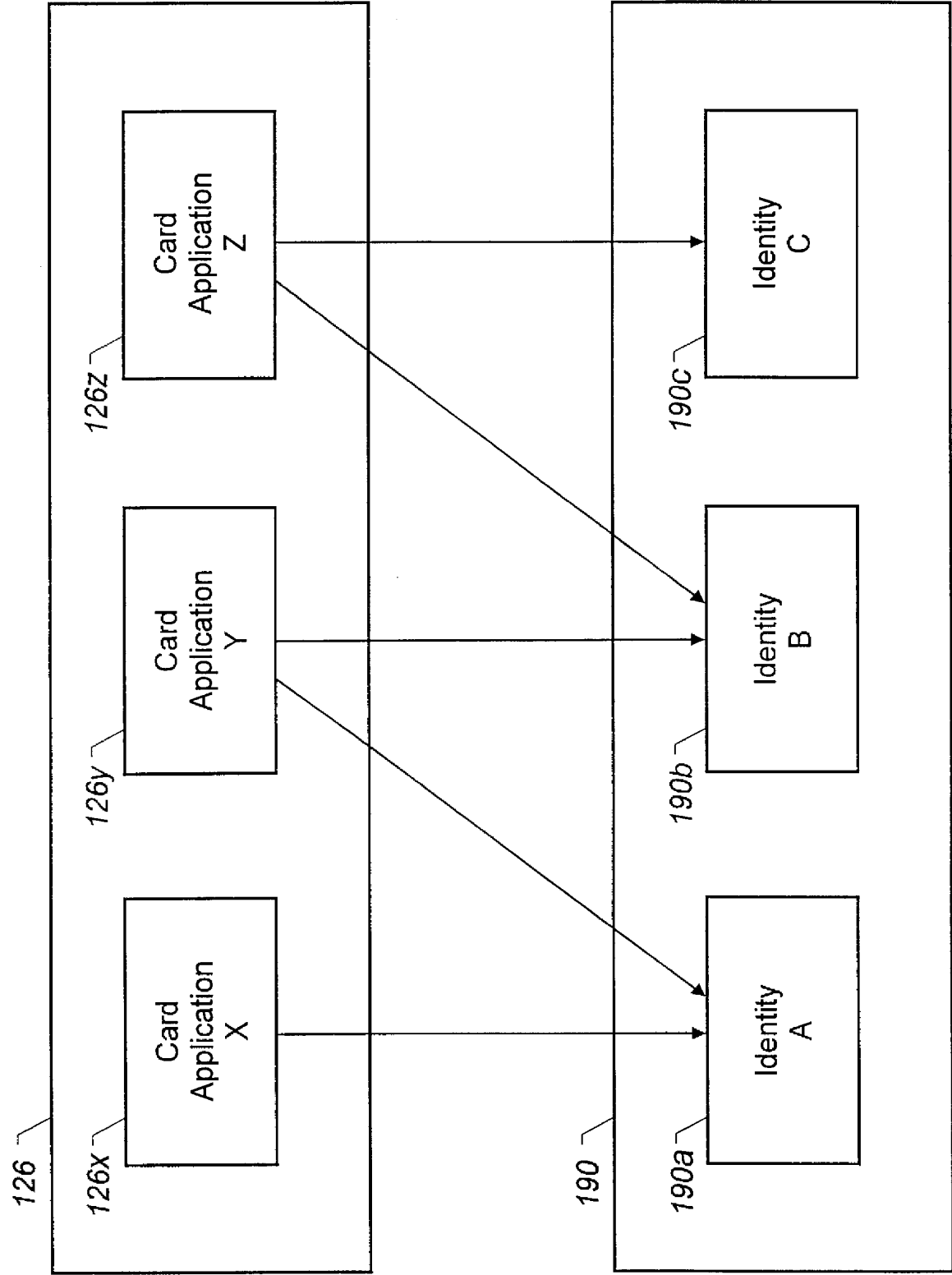


FIGURE 19

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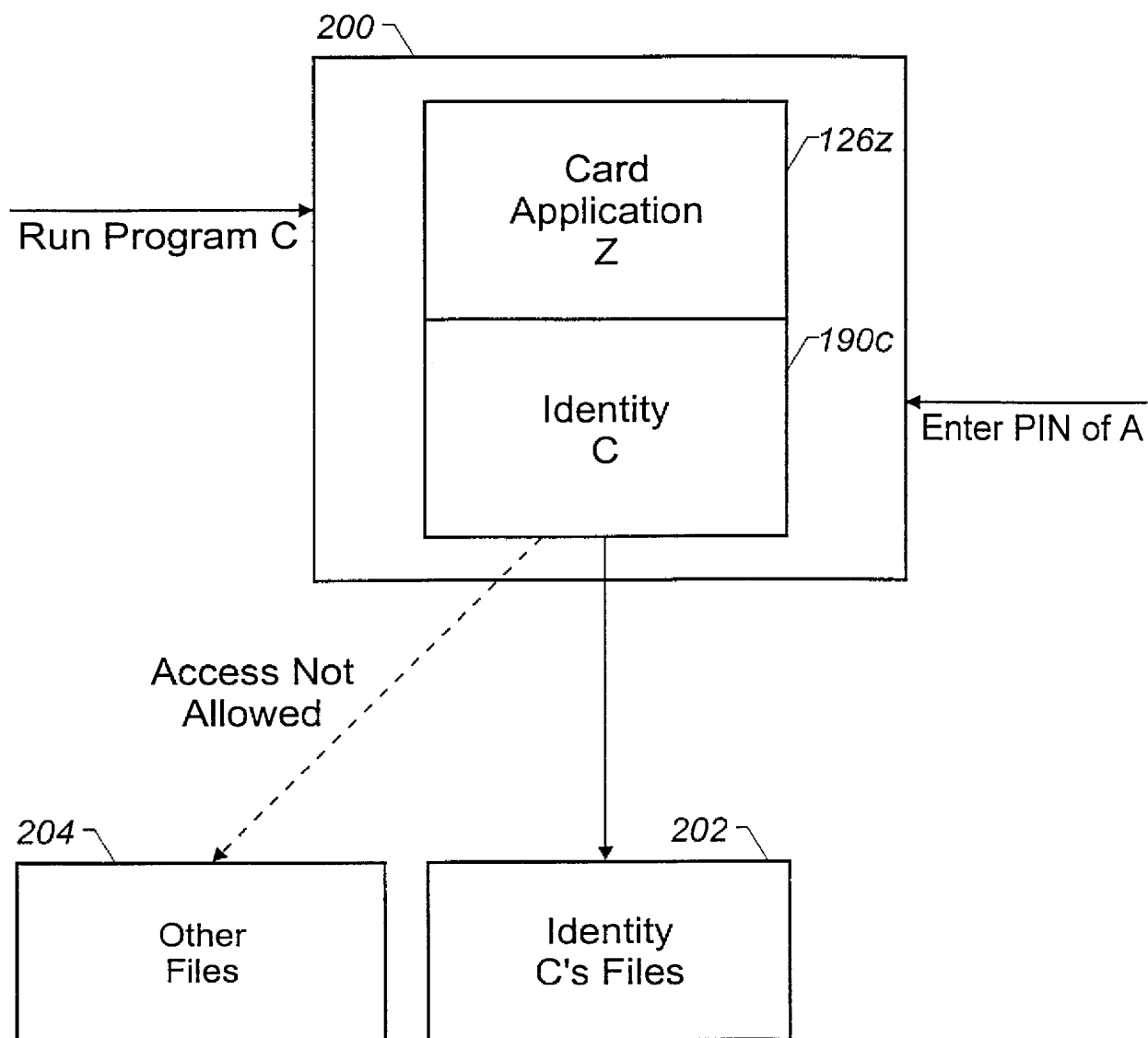
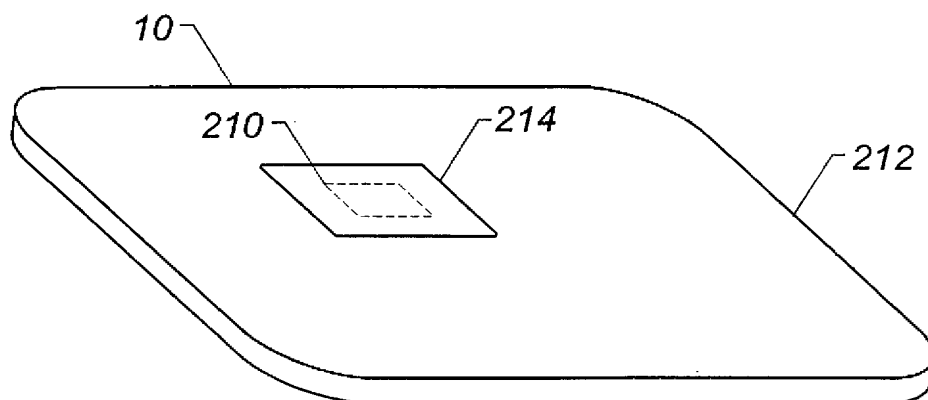
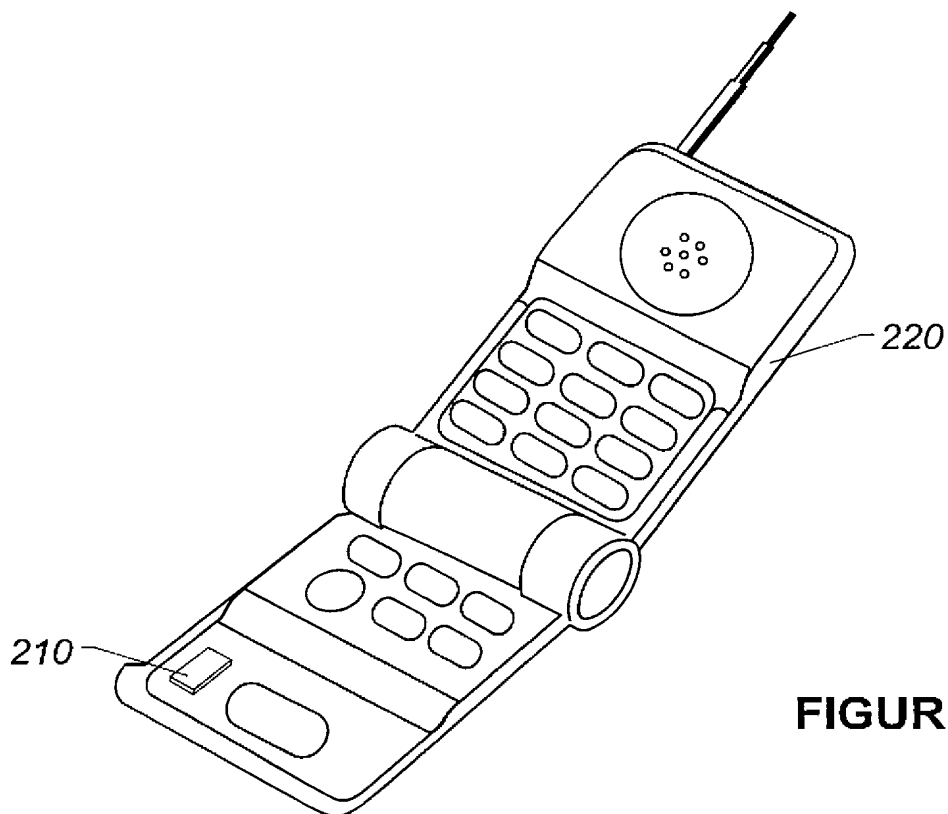


FIGURE 20

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**FIGURE 21****FIGURE 22**



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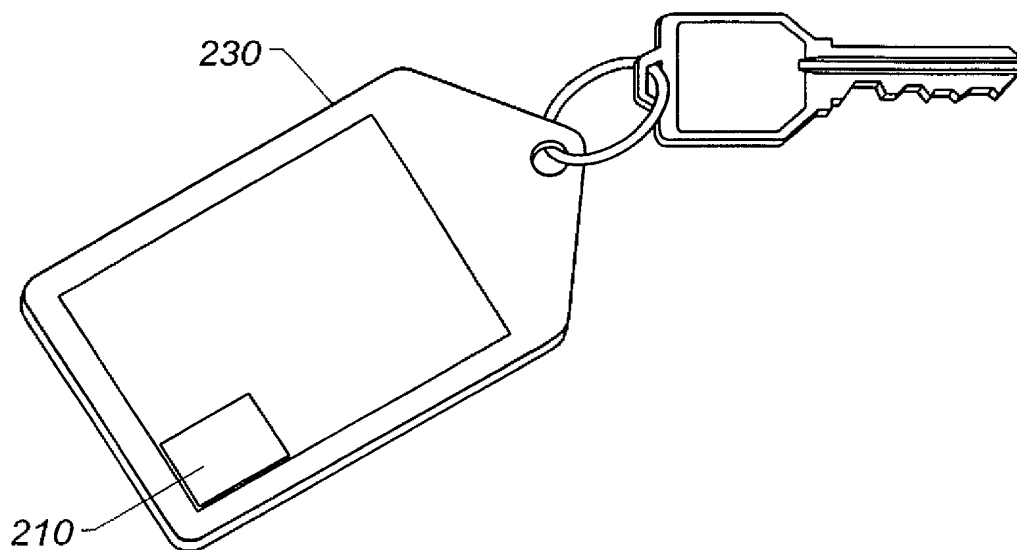


FIGURE 23

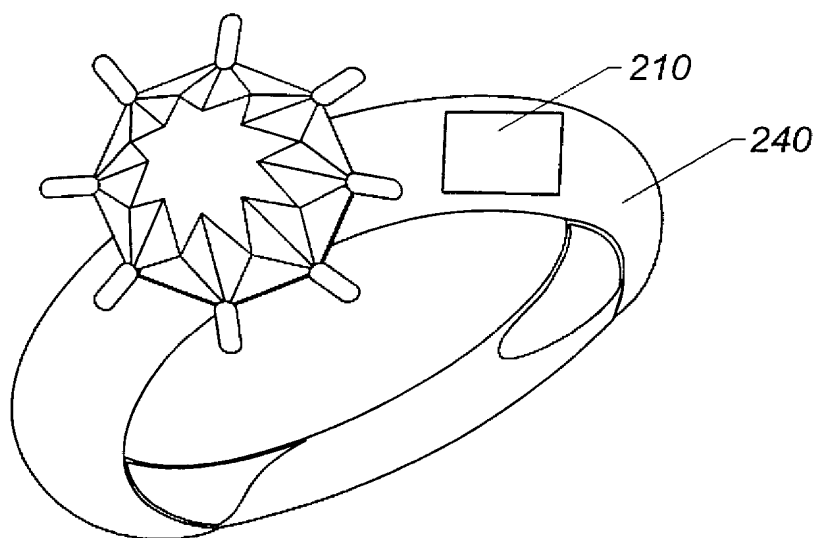


FIGURE 24

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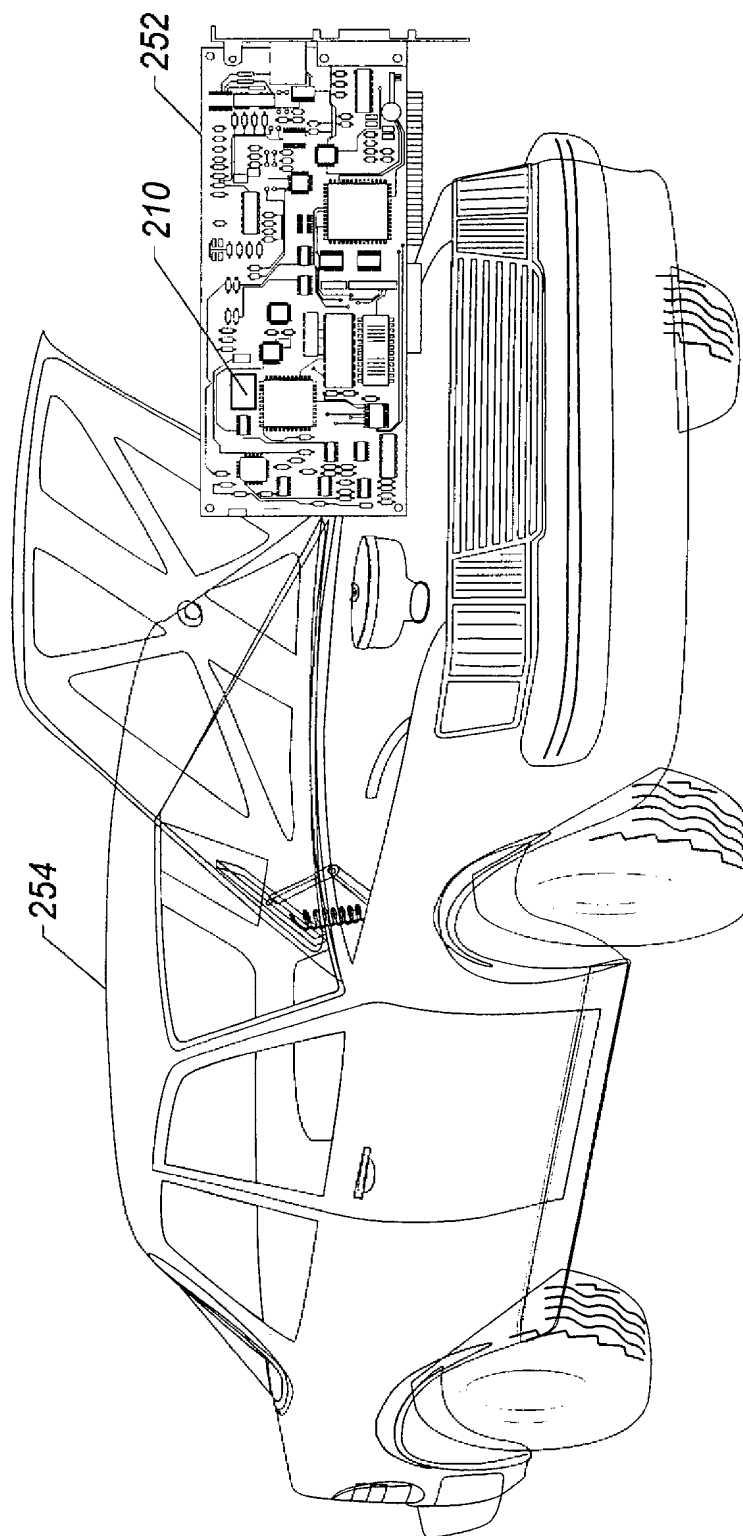


FIGURE 25

# INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 97/18999

## A. CLASSIFICATION OF SUBJECT MATTER

IPC 6 G06F9/46 G07F7/10

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 6 G06F G07F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
------------	--	-----------------------

X	<p>FR 2 667 171 A (GEMPLUS CARD INT) 27 March 1992</p> <p>see page 1, line 25 - page 2, line 21  see page 8, line 20 - page 9, line 1  see page 6, line 9 - page 7, line 24</p> <p style="text-align: center;">--- -/--</p>	<p>1-5,  8-26, 28,  31-35,  38-56,  58-66,  95-97,  100-105</p>
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☒ Further documents are listed in the continuation of box C.

☒ Patent family members are listed in annex.

\* Special categories of cited documents:

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"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.

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Date of the actual completion of the international search

2 February 1998

Date of mailing of the international search report

06/02/1998

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Authorized officer

Brandt, J



# INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/US 97/18999

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
FR 2667171 A	27-03-92	NONE	
W0 9625724 A	22-08-96	AU 1802295 A	04-09-96
		EP 0819287 A	21-01-98
		FI 973352 A	15-08-97
		NO 973693 A	12-08-97